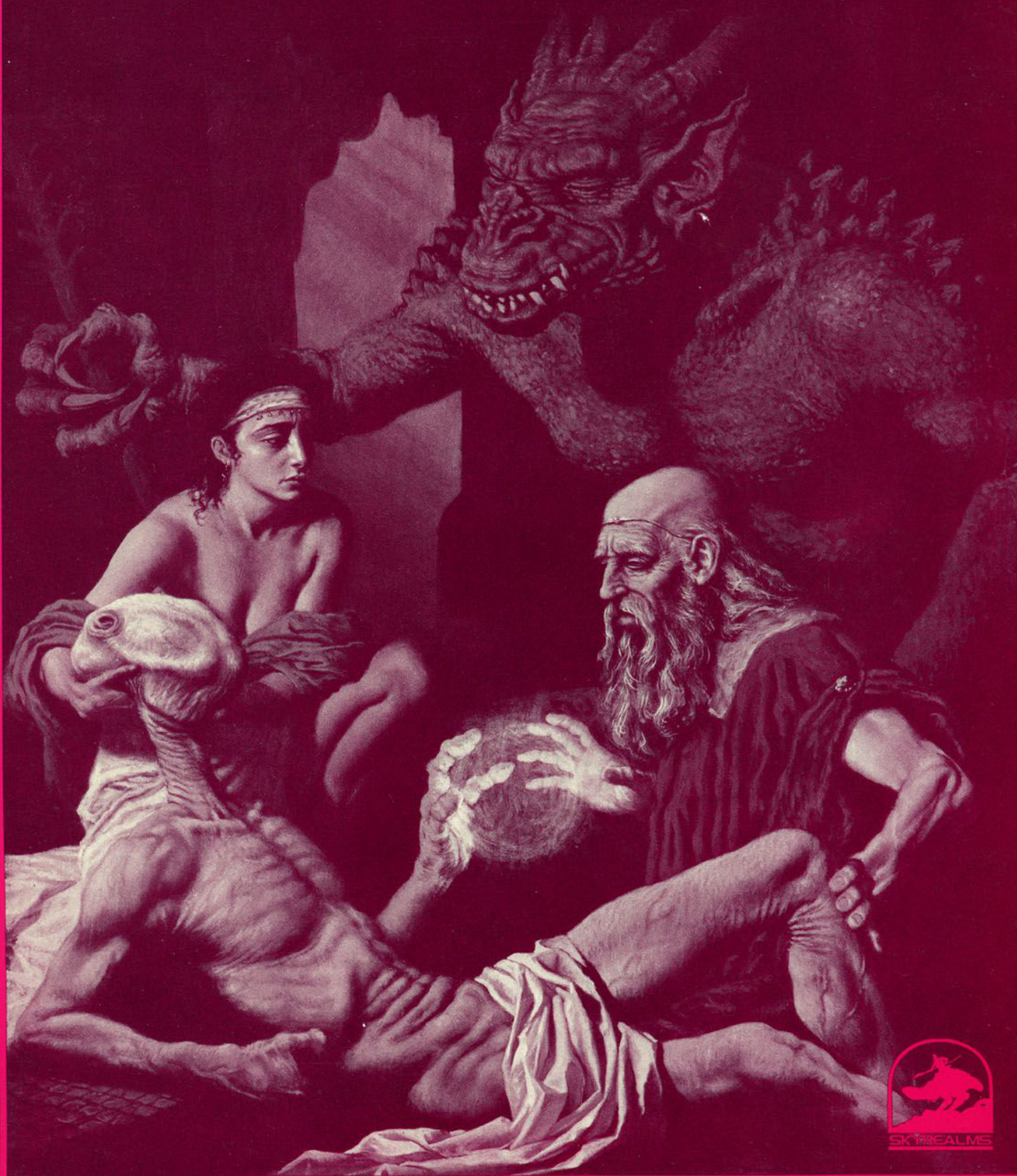


PLAYER MANUAL



Player Manual



SkyRealms of Jorune
Andrew Leker, Miles Teves, Amy Leker

SKYREALMS of Jorune™

► CONCEPTUAL DESIGN:

Andrew Leker, Miles Teves, Amy Leker

ASSISTANCE: Mark Wallace, David Ackerman, Darren Champlin

► WRITTEN BY: Andrew Leker

CONTRIBUTING AUTHORS:
Amy Leker, Mark Wallace

► GAME TESTING:

Darren Champlin (8 year Jorune Sholari)
Mark Wallace
David Ackerman

► GAME SYSTEM DESIGN:

Andrew Leker, Mark Wallace

Assistance: David Ackerman, Darren Champlin

Brett Heppes
Bruce Lelieve
Chol Yun
Dennis Kubo
Doug Stevens
Eric Lendewig
Lloyd Parker
Bob Hassler

► PRODUCT DESIGN:

Amy Leker

Special Thanks to Beth Regardz

Assistance: George Bacon, Brian Miller, Lisa Forbes, Terri Leker.

► TYPESETTING: Metro Typography (thanks again, Carter)

► CAMERA WORK: Dancing Man Imagery

► PRINTING: Braun-Brumfield

► Art Direction: Miles Teves

CONTRIBUTING ILLUSTRATORS:

David Ackerman (border designs, giggit, height comparison, Isho wind)

Alan Okamoto (farg, challisks, Drenn Wall, crill, energy weapons, ardoth citadel, durlig)

Brian Miller (moon border, interior hand lettering, vodra and blount rejuvenation)

► Many Thanks To:

The Leker Family
The Teves Family
George Bacon
The Shepards
B. Modern
Alicia Villanueva
Howard Leker
Don Reents
Tom Breszny
Paul De Fremery

Bill Reynolds
The Affonso Family
The Evans Family
Eileen and Elmer Rice
Forest Brown
Dennis Kubo
The Perellis
Marilyn Stiller
The Larson Family
Bill and Beth Breusch

The Monteiths
Jeff Conner
Marge Logan
Nancy Babczack
The Ducrays
Debra Skinner
Dr. Cude
Cathy Blount
Arlene Lovett
Bill Maison

Karin Kramer
Bob Krolick
Dr. Dahl
Eldon Anderson
Rina Ferrari
Ann Wasserman
Esther Shoenberg
Jeff Nelson
Von Campbell
Origins Tinkerbell

© 1985 SKYREALMS PUBLISHING, INCORPORATED.

All rights reserved.

SkyRealms Publishing, Inc.
P.O. Box 5543
Berkeley, CA 94705

First printing: August 1985
Printed in the United States of America

TABLE OF CONTENTS

Chapter 1: INTRODUCTION 1

WELCOME TO JORUNE (1). PLAYING FOR THE FIRST TIME (1). PLOT SYNOPSIS (2).

Chapter 2: ROLLING CHARACTERISTICS 3

DICE (3): Rolls of a slightly more difficult nature, D100, D3, Recommended Dice for Jorune. **PLAYER**

CHARACTERISTICS (3): The Three Races of Humans (humans, muadra, boccord), Rolling Characteristics (learn, constitution, social, color, strength, education, isho, speed, agility, aim).

Chapter 3: SKILLS 6

SKILLS: SUMMARY TABLE (7). **IMPROVING YOUR SKILLS (9):** An Example of Gaining Experience, Broadening your skills. **DESCRIPTIONS OF THE SKILLS (10):** Fighter, Bureaucracy, Entertainment, Etiquette, Outland, Hunter, Iscin, Languages, Ocean skills, City skills, Thief (Githerin), Trainer, Miscellaneous skills.

Chapter 4: DYSHAS 15

ISHO: AMBIENT JORUNE ENERGY (15). **MUADRA SKILLS AND PERCEPTIONS (15):** Muadra, Young Muadra, A Muadra's Naull, From Muadra to Caji. **CAJI SKILLS (16):** The Forms of Dyshas, Proficiency with a Dysha, Choosing Dyshas for Beginning Players, Using Dyshas, Maximum Ischo Use, Effect, Preparation, Duration, Range, Role-Playing with Dyshas. **LIST OF DYSHAS: SUMMARY TABLE (17).** **CAJI DEVELOPEMENT (18):** Gaining More Color, Gaining More Ischo, An Example of a Caji Gaining Experience. **INHERENT CAJI SKILLS (20):** Tra Sense, Pick up Wind, Caji Entropy, Unweaving. **THE KERNING BAYS (21).** **HUMAN AND BOCCORD ENERGY ABILITIES (21):** Interference, Boccord Signature Abilities (spotting, scanning, false signature, mask signature), Hishtlins. **THE DYSHAS (22):** Desti, Du, Ebba, Launtra, Gobey, Shal, Tra.

Chapter 5: BUILDING A CHARACTER 26

YOUR CHARACTER'S BACKGROUND (26): Creating Your Character's Name, Your Character's Origin, Child Rearing: The Klades, Age, Height & Weight. **INITIAL PURCHASES (27):** Common Items

Chapter 6: COMBAT 30

ADVANTAGE (30): Advantage Modifiers. **ATTACK AND DEFENSE (32).** **WHERE YOU HIT (32):** Special Attacks(thrust, lunge, overhead swing), Advanced Strategies (feints, precise attacks), Defensive Tactics (the evade). **ARMOR PENETRATION (33):** Wearing armor. **INJURY AND WOUNDS (34):** Roll for Injury (pulling a swing). **THE EFFECT OF WOUNDS (35):** Falling Down, Cumulative Effects of Wounds, The Force of Blows. **EXAMPLE I (36).** **RANGE COMBAT (37):** Types of Range Attacks, Advantage in Range Combat, The Range Evade, The Roll to Hit (body locations), Roll to Injure for Range Weapons, Aiming, Precise Range Attacks, Dyshas in Combat. **EXAMPLE II (38).** **MOVEMENT IN COMBAT (39):** The Three Ranges in Hand-to-Hand Combat (the advance and withdraw maneuvers), Unusual Maneuvers, Pursuit, Mounted combat (thombos, horses, bochigon), Two or More Combatants VS. One, Managing Combats With Several Combatants. **SOME ADVICE (40):** Law and Order, Morale. **EXAMPLE III (41).** **INCIDENTAL INJURY (42):** Falling, Having Things Fall on You, Thombo Kick. **HEALING (42).**

Chapter 7: JORUNE/SHO-CAUDAL 43

HUMANS ON JORUNE (45). **SHANTHAS ON JORUNE (45):** Humans Through Shanthic Eyes, Shanthic Technology, Shanthic Sects. **THE PLANET JORUNE (49):** SkyRealms, Durlig, Warps, Crystals. **THE STRUCTURE OF BURDOTH (49):** The Klades, Tauther, Drenn, Kesht, Law and order, Enforcement, Kims.

GLOSSARY & PRONUNCIATION GUIDE 54

CHAPTER 1

INTRODUCTION

Welcome to Jorune

If you're already familiar with role-playing games, learning Jorune should be easy. If this type of game is new to you, it's best to learn a bit about role-playing before you dive into this system. Expect to spend some time reading over the material. You don't need to memorize everything you see; use the books as resources.

Any number of people can play. The game was designed for players aged 12 and up.

Role-playing is like interactive story-telling. A referee (the story-teller) creates a plot for the players. As the story unfolds, player character reactions, chance, skill, and the will of the referee all influence the outcome of the adventure.

The Player Guide (which you now hold) contains all the rules and information needed to play. Although the referee must become familiar with all three books, all that he or she needs to guide the players is in the Sholari Guide. **ONLY THE REFEREE SHOULD READ THE SHOLARI GUIDE.** To enrich your knowledge of Jorune and the Drenn process, the Tauther Guide is included in this box.

The referee will direct you and your traveling companions on campaigns. Some of your group will be the persons playing with you. Other characters you will encounter (and even travel with) on Jorune will be entirely created and guided by the Sholari. When you create your character, take the whole group into account; a balance of skills can help the party through a wider range of circumstances.

Is it possible to win at role-playing?

The purpose of role-playing is to enjoy yourself. Although there will be no winner in an absolute sense, you will have the satisfaction of watching your character grow and develop new skills. Protect the health of your character; think through your actions. If your character dies, you must begin anew.

Playing for the First Time

Before you can play, someone must volunteer to be the game's referee ("Sholari"). He or she will guide the players through their adventures. It is best if the Sholari is the person with the most knowledge of Jorune, has natural story-telling abilities, and has enough time and desire to prepare encounters and campaigns necessary to game Jorune.

After a Sholari is chosen, it's time to get underway. The Sholari needs to have time to be familiar with all the books; a light reading should suffice. Most of the Sholari's attention should go to the Sholari Guide.

Players begin with the Player Manual, creating their character sheets and learning about Jorune. Although it's important to create the character of your dreams, don't tarry too long on any single item or rule, especially your first time around. Concentrate on creating a character you understand and can use.

► What you should do:

(1) Roll characteristics. This is handled in chapter 2.

(2) Choose skills. Skill choices are handled in chapter 3. Try to get through this quickly. As you gain experience gaming, you'll have plenty of time to read through each skill description. Create a character that's fun to role-play.

(3) Some characters will be choosing dyshas. Chapter 4 contains all of the information on this topic. There's quite a list of dyshas available, but beginners will only be able to choose from the less complex ones. Choose dyshas that will be fun to use. Don't worry so much about creating a balanced character. You'll get the hang of it soon enough.

(4) Give your character a name, an identity, an origin. Chapter 5 will guide you through this, and your initial purchases. Again, try to make your choices with some speed. The Sholari is probably trying to get all of the player's character sheets finished so that gaming can begin. Just make sure that you've got clothing, some way to defend yourself, and some means of travel.

(5) Everyone should get at least a quick look at chapter 6, the chapter on combat. The basic ideas of Advantage, Roll to Hit, etc. are used extensively in gaming. Try to understand the concepts involved. We've tried not to add any additional steps that weren't justified.

(6) Read chapter 7; it offers a broad Jorune background. If you have time, read some of the Tauther Guide. It contains all that a beginning player needs to know about Jorune.

(7) Game away! Stay alert, think before you act, and remember how much it hurts to stub your toe before rushing into unnecessary combat. Treat the Sholari with respect and courtesy; being a referee can be a harrowing job (treat your Sholari to pizza from time to time). Above all, enjoy yourself on the distant world of Jorune. . .

● Plot Synopsis ●

In the Earth year 2116, interstellar travel became a reality. Technology developed by Earth scientists would allow travel through space at faster than light speed, opening communication with distant stars.

Scientists had long believed that habitable planets might exist outside the solar system. Using the new technology, several nations cooperated in a program to find such planets. Unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet.

Lush and hospitable, the planet possessed a gravity, atmosphere and climate similar to that of earth. The transmissions from the probe indicated that the planet had a fully developed ecology which supported many forms of life.

The planet was named "Jorune."

The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly framed humanoids that communicated in a very complex language combining pictograms, phonics and colors. It was several months before computers could be programmed to translate shanthic communications.

Certain features of the planet's geology defied explanation: minerals containing a very high energy density led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In the face of these mysteries, the landing parties determined that a permanent presence would not represent a significant threat to humans or the indigenous life. The research teams settled on the planet. Earth scientists performed a variety of biological and geographical studies. It was finally deemed safe to establish a formal colony.

The shanthas did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated which lands the humans could occupy.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. Security was relaxed to make life easier for the new colonists. In that same year the colonists learned of catastrophic war on Earth.

The colonists on Jorune were quick to comprehend the desperation of their situation. The supply ships they had expected would never arrive.

The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation. They began mining operations on lands forbidden to them. The shanthas reacted with hostility to these transgressions. But the humans ignored their threats, as the shanthas had yet to demonstrate a technology equal to the defenses of the Earth colonists. When shanthas tried to interfere with human expansion, they were dealt with abusively.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from Shanthic lands, a wave of attacks employing energies of almost nuclear proportions were launched against each of the 80 colony settlements. Thousands of the colony members were killed. Humans were stunned by the effectiveness of the attacks. Their great shields had offered them no protection.

The humans, however, were still the masters of a sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. Over 99% of the shanthas died, leaving only thousands of a once populous race.

Communication between colony sites was destroyed; survivors had no knowledge of the fate of their fellow humans. In isolation after the attack, Iscin, a bio-tec engineer, feared that no earth animals would survive. An expert in biological engineering, he attempted to modify earth animals to make them more competitive on Jorune. In his experiments, he altered several earth species into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

The chaos of war destroyed any hope of creating a self sustaining colony. The surviving humans quickly became part of the forest fabric. Man became a hunter again.

Thirty-five Hundred Years Later. . .

Over the millennia, the humans have grown to be the most populous race on Jorune. Muadra and boccord (two human sub-species) remain minorities in human settlements and cities.

After centuries of backsliding, human society on Jorune has now begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. Conditions on Jorune have impeded their technological development, but humans have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without full understanding of the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

CHAPTER 2

ROLLING CHARACTERISTICS

Before gaming can begin, players create character sheets. Chapters 2 through 5 work through development of a complete Jorune character. The first stage involves the rolling of dice for a player's *characteristics*. These are numbers which describe the character. First dice are explained, then how to roll your characteristics.

• Dice

For role-playing Jorune, several types of dice are used to determine the outcome of events. This is how to read die descriptions: 2D6 = roll two six-sided dice, and add the resulting numbers together. 3D6 + 10 = roll three six-sided dice, add the resulting numbers together, and add 10 to that total.

Rolls of a Slightly More Difficult Nature

D20 (twenty-sided dice) rolls are often called used. For the different types of D20s, different methods are used.

D20 Numbered 1 Through 20:

Simply roll it, and read the number off the top.

D20 Numbered 0 to 9 Twice:

Roll it, read the result, and determine the tens digit by rolling a D6 in the following way: 1 to 3, leave the number as is, 4-6, add 10. *A roll of 0 always counts as 10.*

D20 numbered 0 to 9, two colored:

Let one set of 0 through 9 stand for leaving the roll as is. Let the other color stand for adding 10 to the roll.

D100:

As there is no actual "D100" just use two D20 (it's easiest with two "0 through 9" D20s). Pick one die to be the tens digit and the other for the ones digit. A roll of 0,0 means 100.

D3:

There is no D3. Get out your trusty D6.

A roll of

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

Recommended Dice For Jorune:

Each player: 3D6, two D20s (one set of dice will do if players can share)

Sholari: 3D6, three D20s

The most versatile kind of D20s to get are the 0-9, two colored type.

• Player Characteristics

Each player assumes the role of a Jorune character which he creates for himself using the guidelines that follow. There are three races to choose from: human, muadra, and boccord. The Sholari creates a quick version of a character sheet for every creature the players encounter.

Character sheet generation is really character *creation*. Although dice are rolled to determine some initial attributes, players are free to mold their characters pretty much as they wish. It is most important that players create characters that they will enjoy role-playing. The purpose of a role-playing game is to allow you to be and do what your Earth life doesn't offer you.

Beginning characters are about 20 years old, and are probably headed in the direction of Ardoth, the capital city of Burdoth. Although the character has probably not been in Ardoth before, he or she is traveling with the purpose of becoming "Tauther," an applicant for citizenship. The Tauther Guide will explain the concept and process in more detail.

• The Three Races of Humans

Here are brief descriptions of the three human races. Look through these descriptions and the skills and cultures of the three races before you choose the type of character you'll be playing.

Humans

Humans are directly descended from the original Earth colonists. Average human males on Jorune stand 6' and weigh about 180 pounds. Females stand 5'10" and weigh about 135 pounds. The Realm of Burdoth is populated mainly by Humans.

Humans have for millennia been a power to be reckoned with, but it is only in the last century that they have been the major military force on Jorune. The re-discovery of caches of Earth-tec energy weapons brought great power to the humans. They are the only race that can easily use energy weapons; they alone have fingerprints acceptable to the ancient devices of Earth. Had it not been for the forces of muadra, boccord, bronth, and woffen, allied against the energy-weaponed few, their domination might have continued.

Treaties leave the humans with great power, but Burdoth is ruled by both the hereditary Dharsage rulers, and by a council of 10. Although members of other races serve on the council, humans dominate it. Human characters will find themselves at advantage under many social circumstances. It is easier for humans to attain citizenship.

Boccord

Boccord are the largest and strongest of the three human races. Males stand an average of 7', and weigh in excess of 275 pounds. Females average 6'8", 240 pounds. Boccord characters are initially the most powerful. They cannot, however, use energy weapons, nor employ the practices of muadra. Their assets are mainly physical. Boccord have an innate sensitivity to the different patterns of energy naturally radiated by all individuals. At high levels of sophistication, boccord can detect the presence of animals and people at great distances. Boccord share power with humans in Burdath.

Muadra

Muadra are close relatives to the Humans, although a little smaller and weaker. The average male Muadra weighs 120 pounds, and stands 5'5", for females 105 and 5'3". They differ from humans in that their bodies readily absorb and manipulate Jorune energy. Through the development of these energy manipulation skills, muadra characters can become very powerful. Muadra who devote themselves to learning the skill of energy manipulation are called caji. Muadra player characters start out as beginning caji, who have learned a few of the essentials. Although a minority in Burdath, muadra share power with humans and boccord.

Rolling Characteristics

Characters are described by a variety of attributes, or *characteristics*. These numbers are to be recorded on the front of your character sheet. These 10 attributes are divided into three groups of three, plus one additional characteristic which is in a class by itself. 3D6 is rolled for each individual attribute. High rolls are better. An attribute roll for one characteristic can be swapped with another attribute roll if both attributes are in the same characteristic group. A 1D6 bonus die is rolled for each group. These points can be split among the characteristics in that group. Read through all characteristics before deciding where to swap numbers and apply bonuses.

The first characteristic, Learn, is rolled differently from the rest. It is rolled with a 1D6 + 7. This group receives no bonus die of its own, but can cannibalize a bonus die from another group. Learn may not exceed 13.

Roll 3D6 for all Characteristics.
A 1D6 Bonus is to be Distributed Between
the Characteristics of each Group.

LEARN D6 + 7

GROUP 1		GROUP 2		GROUP 3	
CONSTITUTION	3D6	STRENGTH	3D6	SPEED	3D6
SOCIAL	3D6	EDUCATION	3D6	AGILITY	3D6
COLOR	3D6	ISHO	3D6	AIM	3D6

- Constitution, Color, and Agility may not exceed 18
- Muadra add 20 to their Isho

Learn

The Learn characteristic describes a character's ability to learn from his or her environment. It is used to determine how quickly a character learns new skills.

GROUP 1

Constitution

This represents the general health and well being of a creature; it also determines how much injury a character can take before going into shock, and the rate at which the body recovers from wounds.

Social

Think of Social as a running index of acceptance and status in Burdathian society. Initially, this number helps determine your background, wealth of your parents, the kinds of friends you have, etc. The higher a character's Social, the easier citizenship will be to achieve.

Color

Color ranking represents a character's ability to comprehend different facets of Jorune energy. Muadra especially need high Colors if they are to be versatile with their talents. Humans and boccord need high Colors to "interfere" with as many different muadra attacks as possible. The use of crystals requires a minimum Color ranking of 9.

GROUP 2

Strength

This is a measure of the physical strength of a character compared to others of the same race. The Strength characteristic has many applications. For instance, the following table indicates how much a character of a given strength can lift.

The maximum weight A Character Can Lift
In Pounds Is Equal To

The Character's Strength $\times$ 10 Plus:

0 lbs	Muadra
100 lbs	Humans
200 lbs	Boccord

Strength also affects a character's performance in hand-to-hand combat. However, when comparing the strengths of creatures of different races, it is their *Size Modifier*, more so than their *Strength* that is important. Here is a list of the Size Modifiers for each of the three human races.

Race:	Size Modifier
Muadra	- 1
Human	+ 0
Boccord	+ 1

Thus, boccord are stronger than humans and muadra not because their Strength characteristic is higher, but because they are boccord. The Strength characteristic does play a part however. We form the "Attack bonus" from a character's Size Modifier number and Strength Bonus. The Strength Bonuses are listed on the table below. Record them next to Strength on your character sheet.

Strength:	Strength Bonus
3 - 7	- 1
8 - 16	+ 0
17 - UP	+ 1

Add a character's Size Modifier and Strength Bonus together. Record this number in the space provided next to Attack Bonus on your character sheet. This number is used in hand to hand combat, discussed in chapter 6. Note that for most humans, the attack bonus will be zero.

• Education

Education measures the time a character has spent learning new skills and languages, and in acquiring new talents. The higher the Education, the more skills and talents the character will have learned. Every point of Education helps out.

• Isho

Isho is the Shanthic word for life, energy, and vitality. For gaming purposes, it will be used as the amount of ambient Jorune energy a character's body can absorb over a period of one day. Muadra add 20 to their Isho roll, representing their race's greater ability to take in energy. This characteristic slowly increases in muadra when they practice the energy abilities they know well. Points of Isho are temporarily drained when muadra use their energy abilities (dyshas). Humans and boccord drain their Isho points when they interfere with the dyshas of a muadra. After a good night's rest, a character's Isho returns to its maximum regardless of human race. Muadra can learn to draw in extra Isho when they need it, such as in the event of an upcoming combat. Because humans and boccord are unable to create dyshas (energy attacks), and can only use their Isho defensively, to interfere with muadra attacks, this characteristic is not as important to them as it is to Muadra.

➤ GROUP 3

• Speed

This is the maximum speed at which a character can run in meters-per-round (two seconds). Speed in meters-per-round is approximately equal to speed in miles per hour.

<u>Speed</u>	<u>Bonus to Hand-to-Hand Advantage</u>
3 - 16	+0
17 - Up	+1

Jot this down, it will be used in chapter 6 on combat.

• Agility

Many skills rely upon agility. Ability as a fighter is an example. For agility related tasks, characters need to roll lower than or equal to their Agility characteristic on 3D6. In addition, characters determine their basic combat skill levels based upon their Agility. Record this number in the box provided near the top of page on of your character sheet.

<u>Agility</u>	<u>Initial Combat Skill Level with all Hand-to-Hand Weapons</u>
3 - 12	0
13 - 16	1
17 - 18	2

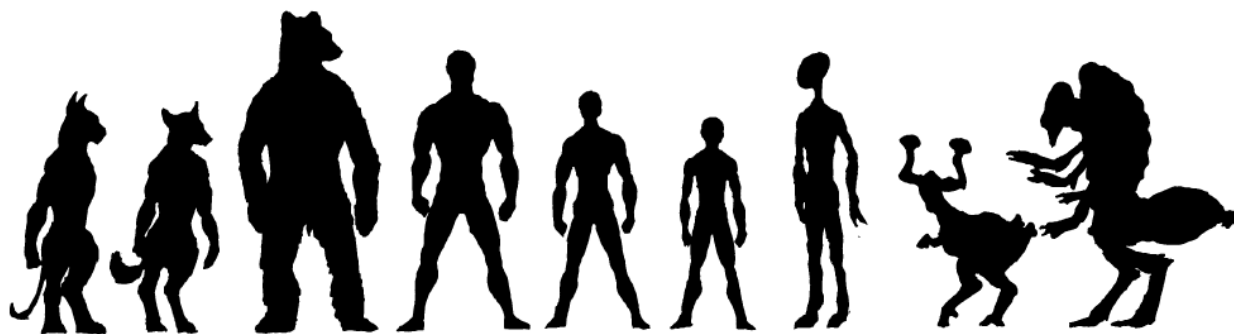
The use of these skills will be discussed in chapter 6 on combat.

• Aim

Aim is important in determining the chances of hitting a target with a range weapon like an arrow or an energy weapon. Muadra need good aim to successfully hit with their dyshas (orbs and bolts). Practice can increase a character's skill, but Aim determines a character's initial skill level and maximum potential when using range weapons. Range combat is discussed in chapter 6. The following table gives the initial skill levels for all range weapons bases on Aim.

<u>Aim</u>	<u>Initial Skill Level for Range Combat</u>
1 - 7	0
8 - 12	1
13 - 15	2
16 - 18	3
19 - 21	4
22 - 24	5

Although skill at range combat can increase for a character, it may never increase by more than 5 Skill Levels. Thus, a person beginning at skill level 2 (for range weapons) could never surpass level 7.



HEIGHT COMPARISON CHART

CHAPTER 3

SKILLS

Your Education determines how many skills and skill groups your character has learned while growing up. Examples of skills are knowing how to ride a bike or to tie your shoes. Jorune skills are a bit more exotic. A skill group is made up of skills learned together, or those skills which rely upon each other. An example of this mutuality is knowing how to drive, and the related skill of changing a flat tire. The Jorune equivalent of this might be knowing how to find Dhar Corondon (dreadful beasts) and then to preserve their thailiers (long nails used for Shanthic Blades). It helps to learn related skills at the same time.

Players choose their skills by spending Education points, **which are multiplied by 10 for this purpose**. Put a zero at the end of your Education characteristic. Your new Education points each represent approximately one week of successful study or learning for an adult. Education points mean something slightly different to people of different ages. A ten year old might require a month to learn what a twenty year old could absorb in a week.

Skills such as speaking, learning to walk, basic Burdotherian etiquette, the ability to tie simple knots, etc. are assumed knowledge for all characters. Education points are spent on the more specialized skills which players might find helpful. Education points are spent on the acquisition of special talents.

With each skill, you have an associated "skill level" from 0 to 10 which describes your competence at that particular skill. You have a proficiency of skill level 0 with all skills, even those you have not spent any Education points on. By spending your Education points, you increase your skill levels. Skill levels also increase as you play. All of the available skills are listed on the first and second pages of your character sheet.

.....
Get Out a Character Sheet

Look at the numbers listed to the right of each skill on your character sheet; at each skill level you have a different chance of success with that skill. A roll lower than or equal to the number listed at your skill level (use D100 for all but the combat skills) means success.

The higher the difficulty of the skill, the more Education points it takes to improve. For skills of different difficulties, here is the number of Education points required to boost the skill up by one skill level.

Skill Level	Difficulty	Education Points
0		5
1		10
2		15
3		20
4		25

So, to learn the crugar language at skill level 2, would require 30 Education points (30, because the crugar language is a difficulty 2 skill. Learning it at skill level 2 takes 2x15 points).

The highest skill level allowed for a starting player is 5.
Combat skills may only be raised by one skill level from Education points expenditure.

Skills that belong together are written in groups. The name of each group has a number listed next to it. This is the number of Education points it costs to "get" the group. Getting a group means that a character gets bonuses on skills in the group. If you plan on using a lot of skills in a group, it is wise to "take" the group. The benefits of each group are listed next to the name of the group on your character sheet.

Record your proficiency at each skill on the second page of your character sheet by circling your chance of success. For example, a character with a proficiency of skill level 2 at the Iscin skill Geography would circle the number 20 to the right of the word Geography in the ISCIN skill group. Such a character would have a 20 percent chance of identifying a location based upon nearby landmarks. A roll of 1 through 35 on a D100 would indicate success.

A Suggestion

Before you spend your Education points on the table below, you should read the descriptions of the skills; they follow the chart. Muadra characters in particular will want to read through the muadra skills before making any firm decisions. Human and boccord characters have some primitive energy abilities described at the end of the muadra section. This is where "interference" is explained.

**DESCRIPTIONS OF SKILLS CAN BE FOUND AT
THE END OF THE CHAPTER**

Skills: Summary Table

35 FIGHTER (HAND-TO-HAND COMBAT SKILLS): All combat skills at skill level 2.

Advantage and all skills from defend w/o weapon on down, go up once for each 2 weapon level increases.

		SKILL LEVEL										
#	WEAPON	0	1	2	3	4	5	6	7	8	9	10
	Difficulty	0	0	0	1	1	1	2	2	3	3	3
	Advantage	-1	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
	Sword	ATT 15	13	11	10	9	8	7	6	5	4	3
	DEF 15	13	11	10	9	8	7	6	5	4	3	
	2-h sword	ATT 16	14	12	11	10	9	8	7	6	5	4
	DEF 16	14	12	11	10	9	8	7	6	5	4	
	Knife	ATT 15	13	11	10	9	8	7	6	5	4	3
	DEF 17	15	13	12	11	10	9	8	7	6	5	
	Axe	ATT 16	15	13	12	11	10	9	8	7	6	5
	ATT 17	16	14	13	12	11	10	9	8	7	6	
	Battleaxe	ATT 17	16	14	13	12	11	10	9	8	7	6
	DEF 18	16	15	14	13	12	11	10	9	8	7	
	Club	ATT 16	15	13	12	11	10	9	8	7	6	5
	DEF 16	15	13	12	11	10	9	8	7	6	5	
	Staff	ATT 15	13	11	10	9	8	7	6	5	4	3
	DEF 15	13	11	10	9	8	7	6	5	4	3	
	Mace	ATT 16	15	13	12	11	10	9	8	7	6	5
	DEF 17	16	14	13	12	11	10	9	8	7	6	
	Morn-star	ATT 19	15	8	7	6	5	4	3	2	2	2
	DEF 19	18	17	16	15	14	13	12	11	10	9	
	Thikes	ATT 16	14	10	9	8	7	6	5	4	3	2
	DEF 17	15	13	12	11	10	9	8	7	6	5	
	Spear	ATT 17	15	13	12	11	10	9	8	7	6	5
	DEF 16	14	12	11	10	9	8	7	6	5	4	
	Pike	ATT 18	16	14	13	12	11	10	9	8	7	6
	DEF 17	15	13	12	11	10	9	8	7	6	5	
	Halberd	ATT 18	17	15	14	13	12	11	10	9	8	7
	DEF 17	15	14	13	12	11	10	9	8	7	6	
	Fist	ATT 14	13	12	11	10	9	8	7	6	5	4
	Kick	ATT 17	15	14	13	12	11	10	9	8	7	6
	Grapple	ATT 12	11	10	9	8	7	6	5	4	3	2
	Def w/o weapon	17	15	13	12	11	10	9	8	7	6	5
	Advance	17	15	14	13	12	11	10	9	8	7	6
	Withdraw	12	11	10	9	8	7	6	5	4	3	2
	Evade & Fall	7	7	6	6	5	5	4	4	3	3	2
		18	18	19	19	19	19	19	19	20	20	20

25 RANGE COMBAT: All range combat skills at level 2.

		SKILL LEVEL										
#	WEAPON	0	1	2	3	4	5	6	7	8	9	10
	Dif	0	0	0	1	1	1	2	2	3	3	3
	Advantage	-4	-2	+0	+1	+2	+3	+4	+5	+6	+7	+8
	Knife	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-
	Spear	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
	Bola	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
	Rock	+5	+2	+0	-2	-4	-5	-6	-7	-8	-9	-10
	Bow	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
	Long Bow	+8	+5	+3	+0	-2	-4	-5	-6	-7	-8	-9
	Cross Bow	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10	-11
	Dyshas	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
	Pistols	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10	-11
	Rifles	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10	-11

20 BUREAUCRACY: Start at skill level 1 for messenger, writing, and clerical.

		SKILL LEVEL										
#	DIF SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Messenger	50	55	60	65	70	75	80	85	90	95	95
0	Clerical	0	10	20	30	40	50	60	70	80	90	95
0	Writing	0	10	20	30	40	50	60	70	80	90	95
1	Administrative	10	20	30	40	50	60	70	80	85	90	95
3	Lawyer (Yordeh)	0	10	20	30	40	50	60	70	80	90	95

25 ENTERTAINMENT: Choose one skill at skill level 3 and all others at skill level 1.

		SKILL LEVEL										
#	DIF SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
0	Dancer	0	10	20	30	40	50	60	70	80	90	95
0	Musician	0	10	20	30	40	50	60	70	80	90	95
0	Artist	0	10	20	30	40	50	60	70	80	90	95

15 ETIQUETTE: Etiquette skills cost 1/2 for those who choose the group.

		SKILL LEVEL										
#	DIF SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
1	Boccard	0	10	20	30	40	50	60	70	80	90	95
1	Blount	0	10	20	30	40	50	60	70	80	90	95
3	Bronth	0	10	20	30	40	50	60	70	80	90	95
1	Corastin	0	10	20	30	40	50	60	70	80	90	95
3	Croid	0	10	20	30	40	50	60	70	80	90	95
2	Crugar	0	10	20	30	40	50	60	70	80	90	95
1	Human	0	10	20	30	40	50	60	70	80	90	95
2	Muadra	0	10	20	30	40	50	60	70	80	90	95
3	Ramian	0	10	20	30	40	50	60	70	80	90	95
4	Shantha	0	10	20	30	40	50	60	70	80	90	95
3	Thridde	0	10	20	30	40	50	60	70	80	90	95
2	Thivins	0	10	20	30	40	50	60	70	80	90	95
2	Woffen	0	10	20	30	40	50	60	70	80	90	95

25 OUTLAND: All guide skills at skill level 1. Three checks are needed to make a roll each month. Each skill is of difficulty 1. If you have the group, every skill goes up one skill level when 5 Education points have been accrued. You may have different skill levels in each of these skill initially, but they all go up at the same time.

		SKILL LEVEL										
#	DIF SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
1	Guide	0	10	20	30	40	50	60	70	80	90	95
1	Set up camp	0	50	55	60	65	70	75	80	85	90	95
1	Cook	0	10	20	30	40	50	60	70	80	90	95
1	Healer	0	50	55	60	65	70	75	80	85	90	95
1	Riding skills	0	10	20	30	40	50	60	70	80	90	95
1	Foraging	20	50	75	80	85	90	95	96	97	98	99
1	Spot	10	20	30	40	50	60	70	80	90	95	99
1	Listen	10	20	30	40	50	60	70	80	90	95	99

20 HUNTER: Track & Identify at 2, Conceal Self and Set Traps at skill level 1.

		SKILL LEVEL										
#	DIF SKILL NAME	0	1	2	3	4	5	6	7	8	9	10
2	Track & Identify	0	10	20	30	40	50	60	70	80	90	95
2	Conceal self	0	10	20	30	40	50	60	70	80	90	95
2	Save Crill Rod	0	10	20	30	40	50	60	70	80	90	95
2	Save Thailiers	0	10	20	30	40	50	60	70	80	90	95
2	Save Grunder	0	10	20	30	40	50	60	70	80	90	95
2	Set Traps	0	10	20	30	40	50	60	70	80	90	95

40 ISCM: All Iscm skills at half their cost in Education points
Two skills at skill level 1

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
1 Biology	0	10	20	30	40	50	60	70	80	90	95
2 Earth-tec	0	5	10	20	40	50	60	70	80	90	95
3 Geography	0	10	20	30	40	50	60	70	80	90	95
2 Geology	0	10	20	30	40	50	60	70	80	90	95
3 Isho weather	0	5	10	15	20	30	50	70	80	90	95
0 History	5	10	20	30	40	50	60	70	80	90	95
3 Limitates	0	10	20	30	40	50	60	70	80	90	95
0 Lore	5	10	20	30	40	50	60	70	80	90	95
3 Meteorology	0	5	10	15	20	25	30	35	40	60	85

45 LANGUAGES: Start two languages at skill level 3 and one language at skill level 9. Shanthic may not be one of these languages. All characters are 100% at Entren.

		SKILL LEVEL									
✓ # DIF LANGUAGE		0	1	2	3	4	5	6	7	8	9 10
2 Blount	5	10	20	30	40	50	60	70	80	90	95
1 Bronth	5	10	20	30	40	50	60	70	80	90	100
4 Cleash	0	5	10	20	30	40	50	60	70	80	90
0 Croid	0	10	20	30	40	50	70	90	95	100	100
2 Crugar	5	10	20	30	40	50	60	70	80	90	95
0 Human (Entren)	5	10	20	30	40	50	60	70	80	90	100
3 Ramian	5	10	20	30	40	50	60	70	80	90	95
4 Shanthic	0	5	10	15	20	25	30	35	40	45	50
3 Thriddle	0	5	10	15	20	30	40	50	65	80	90
1 Thivins	5	10	20	30	40	50	60	70	80	90	100
1 Woffen	5	10	20	30	40	50	60	70	80	90	100

25 SAILING: All skills at skill level 1. One skill at skill level 2.

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
0 Sailing skills	5	10	20	30	40	50	60	70	80	90	95
0 Swimming	10	30	60	75	80	85	90	95	95	95	95
2 Sail master	0	10	20	30	40	50	60	70	80	90	95
2 Navigation	0	10	20	30	40	50	60	70	80	90	95
1 Ship wright	0	10	20	30	40	50	60	70	80	90	95

15 CITY SKILLS: All street skills at half their listed cost in Education points.

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
0 Bargaining	5	10	20	30	40	50	60	70	80	90	95
0 Scrounge Item	5	10	20	30	40	50	60	70	80	90	95
0 Fast Talk	5	10	20	30	40	50	60	70	80	90	95
0 Street navigate	0	10	20	30	40	50	60	70	80	90	95
0 Bribery	5	10	20	30	40	50	60	70	80	90	95

20 THIEF (GITHERIN): All githerin skills at skill level 1. One skill at skill level 2.

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
0 Lie	10	20	30	40	50	60	70	80	85	90	95
1 Pick pockets	0	10	20	30	40	50	60	70	80	90	95
1 Pick locks	0	10	20	30	40	50	60	70	80	90	95
0 Snitch skill	0	10	20	30	40	50	60	70	80	90	95

TRAINER: Only trainers can have these skills.

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
2 Talmaron	0	10	20	30	40	50	60	70	80	90	95
3 Horses	0	10	20	30	40	50	60	70	80	90	95
3 Bochigon	0	10	20	30	40	50	60	70	80	90	95
1 Tarro	0	10	20	30	40	50	60	70	80	90	95

MISCELLANEOUS SKILLS:

		SKILL LEVEL									
✓ # DIF SKILL NAME		0	1	2	3	4	5	6	7	8	9 10
0 Climbing	80	82	84	86	88	90	92	94	96	98	99
0 Get lost	0	10	20	30	40	50	60	70	80	90	95
0 Oration	60	65	70	75	80	85	90	90	95	95	95
0 Ride talmarons	0	10	20	30	40	50	60	70	80	90	95
0 Ride bochigon	0	10	20	30	40	50	60	70	80	90	95



IMPROVING YOUR SKILLS

Skills increase in skill level when 5 Education points are accrued in them. Education points are gained through the use of skills.

If a skill is used during the week, place a check by it. At the end of the week, there is a chance that you will gain an Education point in skills that you have used. For each skill with a check beside it, roll 3D6. You must roll your Learn or lower to gain an Education point. As a penalty for harder skills, subtract the difficulty of the skill from your Learn characteristic before you roll. Thus, to gain an Education point for a difficulty 2 skill, a character of Learn 12 would need a 10 or lower on 3D6.

If the player has demonstrated great judgement in using skills, or has been especially successful with them, the Sholari can give the player a bonus of 1 or 2 on his or her die roll.

Characters add 1 or 2 points if they are learning a skill under training. 1 point if the trainer is only a little better than they, 2 points if the trainer is 5 or more skill levels above them in the skill they are teaching.

Skills listed as 1/2 cost still take the normal number of Education points to increase in skill level, but players get a bonus of 3 points on their 3D6 die roll when rolling for improvement.

Special rolls:

On a roll of 3 or 4, characters not only gain an Education point, but they get to roll again as a bonus.

Each time you gain an Education point, tally it beside the name of the skill on your character sheet, and add it to your Education characteristic. When a skill has accrued 5 Education points, increase the skill level by 1 for the skill, and start the Education point tally over again.

An Example of Gaining Experience

Let's examine a week in the life of a boccord, Mahall Kroen. This character has a Learn characteristic of 10

Day 1 is spent in town. Before leaving town on an overland journey, Mahall spent some time poking around, trying to gather whatever supplies he might need. The human clep owner he dealt with was a feisty old man who gave him a workout at his bargaining skills. Mahall's player puts a check next to his bargaining skill.

Day 2 was spent on the road. Mahall gets one check next to "Set up camp" on his character sheet.

Day 3 involved two combats. In the first combat, Mahall performed remarkably, saving the life of one of his fellow travelers. He fared well in the second combat. One check is placed next to Sword.

Day 4 was spent in deep forest, where Mahall and his party did their best not to attract any attention. He spent the day traveling, and cleaning his thombo. Nothing special recorded.

Day 5 was spent traveling with a group of bronth encountered in the morning. Although he does not speak their language, one of the bronth spoke Entren. Interacting with this creature, Mahall rolled successfully on his bronth etiquette roll (who says boccord can't be civilized?), greatly impressing his new acquaintance. One check is placed next to Bronth Etiquette on the player's character sheet.

Day 6 was spent fighting off a hive of scrade, and taking care of the party's wounded. Mahall received a minor wound to his chest in the skirmish, but escaped serious injury. No check for sword recorded. Mahall has already used his sword earlier in the week.

Day 7 was spent in Lelligire. While some members of the party were relaxing, or having their wounds attended by healers, Mahall was out learning the layout of the city. Other than a somewhat unpleasant confrontation with some guards, his day went without incident (he strayed into a posh section of the citadel where only Drenn are allowed). One check is earned in Navigate City skill. The word Lelligire is written next to Nav City. Normally, characters do not receive checks just for wandering through a city. It is only because Mahall specifically stated that he wanted to learn the city's layout that he received a check. Note that this ended up getting him in a little trouble with some guards.

At the end of the week, Mahall's character rolls 3D6 for each skill that has a check written next to it.

1 Check for bargaining.

The 3D6 must roll lower than Mahall's Learn, which is a 10. The roll is a 13, so he gains no Education points at bargaining.

2 Checks for Setting up camp.

The week marks the end of a month for Mahall. He has 3 checks next to the Outland skill group, so a roll is made to see if an Education point is gained.

The roll of a 3D6 must be 10 or lower (this is Mahall's Learn) Penalize this by 1 because the outland skill group is difficulty 1. A 9 or lower is needed.

The 3D6 rolls a 7. Mahall gains one Education point worth of improvement on his Outland skill group. He needs 4 more such points to increase this in skill level.

1 Check for Sword use

The roll of a 3D6 must be 10 or lower.

Mahall is skill level 2 with the sword. At this skill level, sword skills are difficulty 0. There is no penalty.

A 10 or lower is needed. The 3D6 rolls a 5. Mahall gains one Education point worth of improvement in his Sword skills. He had already accrued 4 points from previous combats. This extra point brings him to 5. This is enough to increase his skill level attacking and defending with the sword by one. Mahall is now skill level 3 with the sword. If you look at your character sheet, you will see that at skill level 3, combat skills increase in difficulty, becoming difficulty 1. It is now a little harder for Mahall to improve with sword skills, but not by much.

1 Check for Navigate in the City of Lelligire

The roll of a 3D6 must be 10 or lower.

Navigate City skills are of difficulty 0. There is no penalty.

A 10 or lower is needed. A 4 is rolled. This means that one point of Education is accrued towards improvement in Navigate city skills, and that another roll may be made. The second 3D6 roll is a 15, and results in no additional Education points.

Now that the week is over, all checks are erased from Mahall's character sheet. Characters should add to their educations any extra Education points they pick up.

Broadening Your Skills

After every 6 months of game time, and 5 skill level increases, players receive 5 checks which they may place next to skills they infrequently use. Treat these as the same way as you would checks that were earned during a week of gaming. The roll of a 3D6 must be lower than or equal to the character's Learn for each check to turn into an Education point. The usual difficulty penalties still apply, so reduce your roll by the difficulty of the skill you wish to improve.

Descriptions of the Skills

Read the descriptions of the skill groups you are interested in. Use as many of your Education points as you wish. Remaining points can be used later on.

FIGHTER (Hand-to-Hand Combat)

Fighters, commonly called "condrij," have training in many forms of combat. Those who choose this group receive a bonus of 2 skill levels in all combat skills. Taking into account the bonuses given for high Agilities, condrij characters start out at skill level 2, 3 or 4. Each skill listed is either a weapon attack or defense, or a combat option. Education points are not spent on weapon defenses; by choosing a weapon, the user's skill level for both attacking and defending is increased. Advantage, and the skills from defend with no weapon on down, increase in skill level once for every 2 skill level increases with weapons. These skills are described thoroughly in the chapter on combat, chapter 6.

RANGE COMBAT

Archers are proficient with range weapons. Archers are skill level 2 with all range skills. Add aim bonuses to this.

BUREAUCRACY

Jorune has a formal bureaucracy complex enough to fulfill any nit-picker's wildest dreams. Interacting within such a system can be frustrating without knowing any of the basic skills of bureaucratic survival. They are the following:

Messenger

A messenger is someone who delivers parcels and packages. A success roll for a messenger indicates that even the most demanding of supervisors will be able to find nothing wrong with the messenger's performance. Details such dates, responses, identification of the receiving person, etc. are all important.

Clerical

Clerical skills are important when dealing with any sort of paper work or bureaucratic mess. A person with clerical skills greatly increases the chances that all will be in order. The percentages listed are of successfully completing a clerical job. As products of the twentieth century, we believe that it takes a computer to really make paperwork tough. Not true. Even without computers, it's possible to get lost in a jungle of approvals, verifications, and oaths. The last thing you want is for your Drenn papers to get lost, or destroyed because of an unsigned statement. As once said by Kevvin Shanters, head of the Ardothian record house, "It doesn't matter what you've got signed, just how many copies you have of it." Kevvin waited 5 years for his Drenn papers, discovering at the end that a misspelling in his application had him confused for a criminal executed four years previously.

Writing

Good writing skills will improve the chance that a document written by the player receives popular response. The percentages listed are of writing something which requires no editing, and will invoke a favorable reaction upon being read. Sholaries should feel free to modify the chances listed depending upon the complexity of the work attempted.

Administrative

The percentages listed for this skill give the chances of making Administrative decisions without messing up. This skill is basically a measure of a character's ability to make complex decisions without overlooking important issues. If called in to settle a dispute or set up a fair exchange between opposing groups, take care; disastrously bad decisions can easily be made. Offering help in delicate situations can quickly lead to the demise of a character.

Laws (yordigs)

The hold of an administration upon its people is based upon laws ("yordigs," on Jorune). The percentages listed for this skill give the chance that one can find legitimate excuses to get away with apparently illegal activities, and to offer a legitimate sounding defense for someone accused of a crime. Burdoth's cross network of yordigs created by the bureaucracy and by the remnants of the dhar-sage government weave a web with enough laws to find reason to arrest most anyone. You could say it's all a matter of interpretation.

ENTERTAINMENT

The skills in this group won't help players in any predictable way. Rather they will heighten role-playing. When music is played, or dance or pieces of art displayed, observers and listeners may or many not approve. Expect the Sholari to provide responses from the non-player characters involved. Reactions might vary from highly favorable impressions to utter disgust and repulsion (Jorune's a big planet, and there's plenty of room for aesthetic variation).

Dancer

Dance is one of the most ancient forms of artistic expression on Jorune. Practiced by both sexes, dance is a common art of the streets, especially for celebration. The dances of dhar-sage royalty are included with this skill, which are especially appropriate during times of festival. Dancers in particular should be careful when entertaining crowds from the east (near the Temantro border). Audiences from those parts are pretty wild. Overly conservative dances with tight, rigid motions will be booed and hissed.

Musician

The list of musical instruments available to Jorune musicians is extensive. Dichandra stones, whosins, jampers, and tenter shines are but a few of the musical instruments commonly played. Dichandra stones are made from the hard calcium fists of the swamp-dwelling dichandra. They play like flutes, but have a deeper sound, not unlike a recorder. Whosins are string instruments similar to a violin, except that small levers are struck to choose notes. Jampers are a combination between a drum and a tambourine. Made of stretched corondon skin, this musical device can be traced back to its shanthic origins, when it was originally called "As-trell." Tenter shines are horns carved from the brynk hardwood.

Musicians are common on Jorune, especially in the large cities. Street performers hit regions of heavy foot traffic, hoping to pick up a little money for their melodies.

Artist

Artists typically fall into the categories of: sculptors, painters, and illustrators. Although fine artists are popular in Burdoth, they will probably not impress the common person in the way that musicians will. Ardoth sometimes commissions artists to commemorate events, immortalize various leaders, decorate homes and state buildings, thriddle libraries, etc.

ETIQUETTE

Those with specific knowledge of the etiquette of a particular society or race increase their chances of fairing well in an encounter. At the beginning of an encounter, the Sholari rolls a D100 against the player character's etiquette percentile. The roll is made secretly. The player will know the outcome based on the response of the encountered creature. Failure on the etiquette roll does not necessarily spell disaster, but a successful roll will likely improve the chance of a favorable interaction.

OUTLAND

The outland skills are a necessary part of any explorer's education. They include all the basics needed outside a town or city. The skills in this group are strongly recommended for those who intend to do much traveling. All of these skills increase in skill level at the same time for those who spend Education points on the group. The roll for improvement is made only once a month. If chosen separately, they increase individually, like normal skills.

Guide

The guide skill gives the probability that a person is familiar enough with a region to offer shortcuts, and to be knowledgeable about specific dangers. The chances listed are of avoiding potentially dangerous situations. For example, if there is a small population of Ramian in the area, a person with a high guide skill rating would have little chance of being caught in an ambush. The guide skill is applicable to areas that the character has been exposed to for any length of time.

Set up Camp

Setting up camp each evening can be the start of a good night's rest, can herald a dozen hours of inconvenience and danger. The percentages listed for this skill give the chance that the location chosen as a camp sight is both safe and comfortable. The roll for set up camp is made secretly by the Sholari. Failure does not necessarily spell doom.

Cook

Meals are cooked on the road, or in the wilderness; taste runs from heavenly to hellish. A character with a high rating in cook will be sure to boost the morale of travelers. There will of course be the occasional disaster. The percentages listed give the chance that the meal prepared was especially delicious, and worthy of praise. Failure on this roll is not an indication of stomach upset; bad meals just don't taste too good.

Healer

Healers know basic first aid, and how to set broken bones (bones are usually broken by major wounds). The probabilities listed for this skill give the chance that any of these tasks is successfully completed. Those with critical wounds must receive attention from someone with skills as a healer before any healing can take place.

Riding Skills

Thombos and horses are pretty responsive, so we'll assume that everyone can pretty much get up on one and get going. The percentages listed for this skill give the chance that a rider can pull an extra something out of the creature, like an extra 3 or 4 meters per round of speed, or sufficient coaxing to jump over a gorge, etc.

Foraging

Out in the wilderness, it's important to be able to locate sources of food and water. The percentages for this skill indicate chances for success. Those with foraging skills will be able to identify food as edible or not. Just because it looks green and tasty doesn't mean that you can grow tall and strong eating it. There are many forms of deadly plants on Jorune, and worse yet are those which don't kill, but are indigestible. Nibbling on the wrong leafy greens might force a tauther to spend several miserable weeks recuperating.

Spot

These are the percentage chances that something difficult to see will be spotted by a character.

Listen

This is the percentage chance that something difficult to hear will be detected by a character. The sounds of ambushing creatures, or a few key words in a conversation can be important!

Groom Animals

Although not listed on the table, it is assumed that those with any experience at the outland skills are decent at cleaning their mounts. In the case of thombos, this is a major undertaking. In the forty-five minutes it takes to scrape the mud off of a thombo, and trim its coffee-can sized nails, you could probably practice some difficult orbs (if you're a muadra), or sharpen your blade. But with the difference it makes, who wouldn't prefer a spiffy thombo. Don't relax when the job is done—thombos will flop in the mud at the first opportunity.

HUNTER

Those who hunt wild animals are usually proficient at these skills. Most hunters will also have a good knowledge of the outland skills.

Track & Identify

The percentages listed for this skill give the chance that a particular creature can be tracked down. It also gives the chance that a creature can be identified by tracks, spoor, or other traces.

Conceal Self

In tracking down creature it helps to be able to conceal one's self. The percentages listed here give the chance of success at this. Failure to conceal one's self from a large, violent creature can be just as dangerous as walking up and kicking it.

Save Crill Boc-Rod

The winged Crill often carry boc-rod deep within their tails. When crill die, decomposition of the flesh usually breaks the rod apart, ruining it for any practical application. Those with this skill have a better chance at removing the flesh before this happens. It's not as easy as it might seem. Strands of cartilage entwined in the rod must be pulled out one by one. The process takes about four hours per crill tail. The percentages listed for this skill give the chance of recovering the boc-rod. If the roll is not successful, treat it as a total failure; the boc-rod will soon splinter down into useless shards.

Save Thailiers

Once dead, the dreaded corondon beast starts to decay rapidly. Especially susceptible are the creature's thailiers, which are crafted into Shanthic blades. Even as decoration, these long nails bring a high price in the market place. The percentages listed for this skill give the chance that the thailiers will survive a one month trip to a real craftsman who can do something with them.



Save Grunder

The precious locurian grunder is one of the finest armorings on Jorune. Unfortunately, the skin of the grunder decays rapidly into a soft gel. By rapid transport, and some fairly elaborate techniques, grunder can be temporarily preserved for up to a week before the process sets in. The percentages listed for this skill give the chances of success at this. Once tanned by an expert, grunder will last for decades.

Set Traps

A person with this skill will be able to devise a trap scheme for any occasion. The chances listed are of the trap being designed and built correctly. The Sholari will determine the eventual success or failure of the trap. Failures need not be reported to the players until after the trap fails.

Curing

All hunters have curing skills, and can preserve meat for weeks.

Tanning

All hunters have tanning skills. They can work an animal skin into a usable hide. Usually, the creation of armor is the goal, but there are other uses for tanned skins; for example, the skin of the coronodon is essential in the construction of jumpers, drum like musical instruments.

ISCIN

The name "Iscin" is taken by those of learned ability. Iscin was an aging bio-tec engineer who re-designed many of the Earth creatures to make them competitive in the Jorune environment. He is revered by many of the animal descendant races. Most iscins are either human or woffen, though there are a few muadra, boccord, crugar, and broph of this name.

The iscin skill group contains skills of a scientific nature, like botany, biology, Earth-tec, etc. Characters who choose the iscin skill group are not yet iscins, but merely apprentices. The Sholari should accommodate players by creating their advisors. Often, apprentices are sent on specific missions, doing the research of their advisor. In their many libraries, ideas are recorded. Only iscins and their apprentices are allowed into these establishments.

Biology

Those with high biology skills-ratings will often be able to recall important facts about various Jorune creatures. This can be of potential importance during encounters with creatures in the wild, where the iscin may be able to point out possible weakness, or specific behaviors. Iscin will also be adept at recognizing what parts of each creature might be valuable. It takes an Iscin for example, to know that the brain case of a farg is essential in creating the arrigish limilate.

Earth-Tec

Iscin are often handy at the modification and repair of Earth-tec. This is a recent addition to the iscin skills. Rediscovery of Earth-tec occurred only decades ago. A popular, though complicated, modification to energy weapons is the deactivation of their fingerprint verification system. Although a serious crime if not sanctioned by Ardoth, it does occur.

Geography

The percentages listed for this skill give the chance that the Iscin will be able to identify a location based upon landmarks, weather patterns, soil types, and indigenous forms of plant and animal life. This skill is especially valuable on the far-side of a warp. Although still applicable, chances of identifying a region based upon second hand descriptions are less.

Geology

Iscin with strong geology skills will be able to identify substances in the soil, and will know where to look for specific minerals. Not too far below the top crust of the planet are huge stratum of crystal deposits. They exist everywhere, but usually at depths unattainable. Iscin can sometimes successfully predict locations where the crystals are likely to have broken through the surface. This isn't an easy task; crystals are rare commodities.

Isho Weather

Predicting the energy weather, or even the task of identifying it can be of extreme importance, as severe changes in the Isho weather will have a great effect upon caji and all other creatures which depend upon Jorune for energy. Iscin with this skill can predict trends in the weather by taking lengthy measurements every so often. By moving from place to place, iscin can determine what form of Isho weather lies ahead. It is even possible to identify warps with this skill. The technique employed is to drop a palm full of crystal dust over a large circular grid (usually made of hide). As the dust settles over the hide, it reveals some of the architecture of the nearby energy. Taking the measurements is easy, compared to the computations which must be applied to them. The percentages listed for this skill give the chance that an Iscin is able to predict the Isho weather of the next few days, or predict the immediate weather in the direction of travel. The iscin's skill at Mathematics must be at least 2nd level for this skill to provide any useful information.

History

Those who study history have a good chance of knowing facts historically pertinent to a situation. For instance, the Sholari will often roll to determine whether any of the players has knowledge of some historical element in a campaign. Each player's history rating is used for this purpose. If desired, iscin can specialize in a particular topic in history.

Lore

Similar to the history skill, those with much of an education in Jorune lore will know the fables, mythology, and primitive truths of Jorune. The percentages listed give the chance that the character is familiar with a specific piece of lore. If the Sholari asks, "Who is familiar with the story of Koth, Boccord of the Western Underwoods?" Everyone would make a roll against their lore skill.

Mathematics

Iscin with good math skills are able to comprehend some of the ridiculously complex concepts of thriddle mathematics. This can be useful when trying to predict energy weather, determine warp locations, find a convenient way into a thriddle conversation, bore friends to tears, etc.

Meteorology

The glorious art of weather prediction is alive and well on Jorune. Those who claim knowledge of meteorology will often predict weather of the near future. The accuracy of the predictions is not great. Exactly when and how hard a storm will hit remain difficult assessments.

LANGUAGES

Those who start learning languages at an early age receive a bonus for the receptiveness of their young minds. The variety of Jorune languages is far more extensive than those listed here. Even individual dialects will vary from region to region (in some cases, from valley to valley). These languages are the most common of the spoken forms. The percentages listed for each language indicate the chance of being correctly understood when speaking that tongue.

Blount Language

The blount speaks a Language modeled after the sounds made by lizards, snakes and other swamp dwellers. Their throats quiver when they speak. Learn this Language and yours will too.

Bronth Language: Boru

The bronth Language of Boru is commonly spoken in the realm of Dobre. Historical accounts are most often written in this Language of deep resonance. Its written form is very similar to the woffen tongue. Because Boru is close in construction, learning one language reduces the Education cost of the other by half.

Cleash Language

The cleash Language is a grating combination of thick, sharp sounds, crackly pops, and loud clicks. Those who wish to learn this rarely mastered tongue must seek out a thriddle fadri; cleash do not give Language lessons.

Croid Language

Croid are large, hunched creatures that speak a Language of grunts and snarls. The message comes across with few words. Croid sounds are often imitated to frighten children.

Crugar Language: Chaun-Tse

Crugar speak in thick, chewy snarls, broken growls and an occasional hiss. This Language is common in and around the Temantro border. The name of the Language is *properly* pronounced "Shaun See." Crugar use the letter combination "ch" as "sh."

Entren

This is the modern form of the English Language on Jorune. It still sounds a lot like the English of Earth, although there are many new words used to describe the Jorune environment.

Ramian Language

The tall, grave ramian speak occasional words in a coarse blend of hard, thick sounds which rely heavily upon the throat. Creatures learning this tongue cannot speak it for long without injuring their throats.

Scarmis Language

The Language of scarmis is the same as that described for cleash.

Shanthic Language

These beings were one of the original forms of intelligent life on Jorune. Their soft, flowing Language is difficult, but possible to learn. True verbal fluency is never achievable; written shanthic is barely understood, even by thriddle.

Thriddle Language: Triddis

These small creatures are known for their mastery of Languages. Although their own Language, Triddis, is complex, many creatures choose to learn it to impress thriddle they might encounter. The Language's structure is exceptionally convoluted. After speaking this tongue for a while, non-thriddle often unconsciously speak even their own tongues with the odd thriddle structure.

Thivin Language

Thivin are best known for their trading abilities and musical talents. Their Language is a soft, graceful combination of light, tongue inflected sounds. The letter "k," and its sound are completely absent from their speech. Thivin Language has a highly developed "trader's rhythm" difficult to completely match.

Woffen Language

Although softer than the Bronth Language, the speech of woffen is close enough to make the knowledge of one of these Languages of value when the other is being learned. If woffen is spoken, reduce the time needed to learn bronth by two.

OCEAN SKILLS

The following skills are commonly learned by those involved with sailing. The swimming skill in this group is important even to non-sailors.

Sailing Skills

Those who serve shipboard will be called upon to perform a variety of duties including swabbing the decks, manning the oars, and scores of other menial tasks which give sailing its adventurous reputation. The percentages listed for this skill give the chance that all duties will be performed satisfactorily.

Swimming

The percentages listed for swimming give the chance that a person will be able to stay afloat in rough seas. It is assumed that player characters know how to stay afloat in calm water.

Sail Master

A sail master is responsible for correct use of rigging and sails. The percentages listed for this skill give the chance that all duties will be performed satisfactorily.

Navigation

Navigators make sure that a ship gets from place to place, exercising good judgement in their decisions concerning layovers, sea lanes, storm avoidance, etc. The percentages listed for this skill give the chance that all duties will be performed satisfactorily. Unsuccessful navigation means lost ships, long layovers, etc.

Shipwright

A shipwright supervises the construction of ships. The percentages listed for this skill give the chance that a ship will be built according to budget and deadlines. Shipwrights require large teams of workers to complete a job, and often bring work crews with them.

CITY SKILLS

Those who have lived in a large city for any period of time are bound to pick up at least a few of these skills. City skills can be very useful when dealing with large cities and unfriendly folk.

Bargaining

Bargaining is an essential part of most all transactions on Jorune. Expert bargainers are more the rule than the exception. The percentages listed for this skill give the chance that the player is able to strike up a real bargain on whatever purchase or trade is going on (or at least apparently so, only the Sholari really knows). Tauther are expected to be less demanding bargainers.

Scrounge Item

Someone familiar with the way a town or city works will be more likely to make the connections, and find the seedy little grottos where the real treasure is. There's nothing more aggravating than knowing that what you need exists, but you can't get a hold of it. The percentages listed for this skill give the chance that some specific item can be scrounged up. This will usually take a day or less in a small town.

Fast Talk

This is the fine art of creating confusion that has the ring of truth. The percentages listed for this skill give the chance that the listener allows the talker to get away with something. Sholari increase or decrease the chance based upon the situation. For instance, getting on board a ship just before it leaves port would be about average in difficulty; gaining entrance to a palace would be substantially more complex.

Street Navigation

This is the skill of being able to maneuver through a town rapidly, without getting trapped by the normal congestion and bottlenecks. All sorts of shortcuts might be employed, from climbing fences to traveling along roofs. In a big city like Ardoth, a skill such as this could save as much as an hour in crossing town. The percentages listed for this skill give the chance that the character is able to save traveling time.

Bribe

While anyone can offer a bribe, those with high skill levels more commonly succeed in having their bribe accepted. Failure usually means that the bribe was flat out refused. Other possible responses include calling the bribee or witnesses calling local patrols. The percentages listed for this skill give the chance that the bribe will be accepted. These numbers assume a reasonable bribery offer. For higher or lower sums of money, Sholari may alter the percentages at their discretion.

GITHERIN

Githerin, or thieves, commonly have certain skills which help in their day to day activities.

Lie

The percentages listed for this skill give the chance that a reasonable lie will be believed. For the absurd, Sholari will surely reduce a character's chances.

Pick Pockets

The percentages listed for this skill give the chance that a githerin can successfully pick a person's pockets. Sholari will modify the percentages based upon the situation. Someone who is absent minded is more likely to fall prey.

Pick Locks

The percentages listed for this skill give the chance that a lock can be picked within 10 minutes. After three unsuccessful attempts, assume that the githerin is incapable of opening the lock.

Snitch Skill

Some people are skilled at eliciting information from passersby. The percentages listed for this skill give the chance that some desired piece of information can be had after a good afternoon's try.

TRAINER

Trainers teach animals to obey the commands of their rider or owner. Considering the dispositions of some Jorune beasts this is highly paid profession with many occupational hazards.

Talmaron

Talmaron are large winged creatures native to Jorune. Their size makes it possible for them to carry riders. Training them is not difficult, but dangerous. Untrained, the creature's natural reactions in flight are fly randomly, swinging sharply, and diving. These are the first tendencies that a trainer must correct. If a talmaron is ever to become to a useful mount, its flight must be stabilized. The percentages listed for this skill give the chance that the creature can be trained for flight within six months of adulthood (until this age they are incapable of carrying passengers). Roll again for every month after this.

Horses

Horses are a pleasure to train, compared with many of the Jorune mounts. After six months of training, make your success die roll. The percentages listed give the chance that a horse can be trained in a few months. If unsuccessful, re-roll every month.

Bochigon

These huge brutes are considered the most difficult to train creatures on Jorune. Their size and intelligence makes them superb both for heavy payloads, and for situations in which a quick-thinking mount is helpful (such as combat). The main problem with bochigon is their independence. Only the doctrines of "Thodi" have succeeded in training bochigon. Thodi was a Thivin who amazed crowds two centuries ago with her amazing control over the unwieldy animals she had trained.

Tarro

Tarro are often trained for the rich as hunting guides. They make excellent guards and pets. Although incapable of speech, these semi-intelligent creatures can be taught different expressions representing ideas such as "Creatures nearby," or "Danger." Any benefit brought by the tarro will quickly lose its value should the creature decide to screech. This painful wailing sound causes head-turning and ear covering. The percentages listed for this skill give the chance that a tarro has been successfully trained in a two month period. Screeching can be a useful guard-duty alarm, but must be curtailed in the more excitable tarro.

MISCELLANEOUS SKILLS

These skills are not commonly associated with any particular group. There is no "group cost."

Climbing

The percentages listed for this skill give the chance that a wall of moderate difficulty can be scaled. Unsuccessful rolls do not indicate falls, but failure. Only on a roll of 1 on a D6 does the failure result in a fall. Walls much easier than the average one listed on the tables are almost automatic successes. Sholari will increase the difficulty when appropriate. In the case of failure, characters are free to try again (we assume that at the end of a failure the character is back at the beginning, except in the case of a fall).

Get-lost

Something that people tend to want to do from time to time is get-lost in crowds, rubbish, or dark hallways. The percentages listed for this skill give the chance that a person is successful at hiding from pursuers.

Oration

Speaking in front of a large crowd makes many people nervous. There is a natural tendency to stutter, speak like zombies, and orate with the volume of a pocket radio. The percentages listed for this skill give the chance that a person will speak competently in front of a large audience.

Ride Talmarons

It's one thing to buy a talmaron. It's another thing to get the beast into the sky without injuring oneself. The percentages listed for this skill give the chance that a talmaron obeys the rider. In the case of failure, Sholari make a decision as to the creature's actions. They might range from taking a sharp dive, swerving, trying to throw their rider, or any of a number of more pleasant alternatives (like deciding to go the wrong way, or plain refusal to fly).

Ride Bochigon

Like the talmaron, bochigon have their own ideas about where they'll go, or whether they'll go at all. Additional experience in this skill will be quickly picked up as the rider learns how to cope with the stubbornness of bochigon. Kind treatment of bochigon seems to inspire results. Slowly.

CHAPTER 4

DYSHAS

Muadra Skills and Perceptions

This chapter explains the concepts involved with Jorune energy, and guides players who are role-playing muadra through their initial ability selection. At the end of the chapter is a list of descriptions of each of the dyshas.

Isho: Ambient Jorune Energy

Isho is Jorune energy. In shanthic, it means life and vitality. It emanates from vast layers of crystal buried deep beneath the planet's surface. The Isho permeates everything on Jorune. Many of the native forms of Jorune naturally have this energy at their disposal. Constructive forms of Isho use are called dyshas. "Isho sensitivity" is often a capability of creatures unable to "sculpt" Isho.

Isho tends to accumulate in forms of life. Inanimate objects deflect the Isho around them, forming an Isho outline visible only to those with strong "Tra-sense." This is the way that the eye-less shantha perceives his world. *Isho ripples* give each form of life distinctness. Each creature's ripple pattern is his "signature," and results from his mind's natural manner of dealing with the different forms of Isho.

Although no two Isho signatures are alike, signatures of members of a given race tend to be along the same lines. The mind's acceptance and familiarity with Isho in each of its seven different forms, sets the basic pattern; personality and life experiences create the distinctive, finishing touches. The following is a list of the names of the seven different Isho forms, and their observed color. When we later see how signatures are observed, the colors will demonstrate their importance.

ISHO FORM	COLOR
1. DESTI	RED
2. DU	AMBER
3. EBBA	YELLOW
4. LAUNTRA	GREEN
5. GOBEY	BROWN
6. SHAL	BLUE
7. TRA	WHITE

So, a creature's signature is just a spectrum of response to each of the different Isho forms. Creatures with many strong responses form an intricate signature, while those of limited response will generate more of a flat, hardly varied pattern.

The more dyshas a creature has learned, the more intricate the signature; the greater the number of forms of Isho the creature can manipulate, the broader the spectrum of the signature.

Muadra

Muadra are of human derivation. Although similar in appearance to humans, they alone (of the three human races) can learn to sculpt Isho into constructive forms. Muadra who exploit this advantage and train to use the energy, are called caji. Those who gain a mastery of the energy and its forms are called "copra." Muadra player-characters start as caji (learners). It is assumed that they know a few of the simple forms of energy manipulation, although they are not totally proficient with them.

The teachings are broken down into seven distinct categories, each of which is associated with a color and one of the moons of Jorune. Each will be explored in great detail.

Young Muadra

The cultivation of energy skills starts from the time a muadra child is able to walk and talk. Young muadra give off occasional discharges of static energy in the form of small, divergent bolts. Control over this involuntary release is taught first, with a rapid-expulsion technique called "kerning." When young, the body of a muadra pulls in more Isho than it can handle comfortably. Kerning rids the body of Isho, starting the accumulation process over again. Until they enter adolescence, muadra need to visit the "kerning bays" about once a week; the bays are usually the only places within city limits where dysha use is not prohibited. Muadra who never progress will continue to kern all their lives. Those who learn dyshas don't kern, as it would be a useless waste of their energy. Roughly a quarter of muadra in cities remain "Isho illiterate." In the country, this figure is closer to 85 or 90%.

A Muadra's Naull

The first step to energy manipulation involves the creation of the naull orb. Its size is greater than that of a normal orb, making it easier for inexperienced muadra to weave. The regions of color which sweep over this orb's surface are determined by both the personality of the muadra, and the types of dyshas that the muadra has mastered. A naull is really just a visual way of seeing a person's signature (described above).

The colors are faint in the naulls of young muadra, increasing in brilliance as the caji masters his skills. It is common to refer to someone's naull as their "copra."

With time, caji learn to create naull which can remain for hours. This is the first step in teaching weave. Before true proficiency is learned, orbs are produced from both hands, almost as if a bubble were forming in the palms, forcing the hands open. Later, orbs can be created with just one palm.

By age 14, a muadra is capable of learning to create naulls which can be sent out from the palms, away from the caster. The "quick release" is an essential part of any caji's education. If destructive energy cannot be expelled quickly enough, it will burn the hands, or worse. Although young caji are unable to muster enough energy to seriously hurt themselves, with time they will be capable of creating vastly more powerful orbs. They must develop their release before this time. The skillful aiming of the naull is also practiced; to miss a target is a waste of energy.

From Muadra to Caji

Only after long-duration naull can be created, and the quick release mastered, will a muadra learn any other specific orb dyshas. This is about the time that a muadra might start to be considered a caji. Although the bolt dyshas are easily learned by teen-aged muadra, teaching these destructive forms to adolescents is frowned upon.

Assume that muadra characters have been trained by their parents, or a local sho (shanthic, for teacher). Beginning muadra will have learned to create their naull and have a few other dyshas. Although the names and forms of many dyshas will be known to them, they have little to go on, and will sometimes reach an impasse. When unable to progress, caji must seek out copras who specialize in the type of dysha they are having trouble perfecting.

Muadra characters must be careful. Their abilities are initially few. They are weak compared to humans and boccord. They risk social condemnation for flagrant use of violent abilities. Although great power lies ahead for those who can achieve the status of copra, initially, muadra face tothis (the period of attempting citizenship) with little in their favor. It is only their ability to sculpt Isho that makes them competitive.

Caji Skills

Dyshas are broken down into 7 groups. Each has a color and a moon associated with it.

Each of the different color groups requires a different number of your Color points. The cost of each of the color groups is listed below. The more groups you can take, the better, but certain groups are more sensible choices. For muadra, the groups they choose will determine what types of dyshas they can initially learn to cast. Humans and boccord can only learn to interfere with those muadra attacks which are in the color groups they have chosen. You might want to wait until you've read more about their muadra skills before making decisions here.

Color Pts

Needed	Moon	Color	Main Attributes of this Color
2	Desti	Red	Bolts which inflict damage
3	Du	Amber	Orbs of raw energy, heat
4	Ebba	Yellow	Orbs of force which can push things
4	Launtra	Green	Energy flowing over and about the body
4	Gobey	Brown	Orbs which shield
5	Shal	Blue	Complex orbs, like Craze and Faint
5	Tra	White	Space and Isho

The Forms of Dyshas

There are three forms that dyshas can take: orb, bolt, and physical. Orbs are normally about the size of a softball; the exception to this being a caji's naull, which is the size of a soccer ball. Bolts are approximately a meter long. They branch a little bit, like lightning. The physical are not launched like orbs and bolts. They trickle energy over the surface of their user's body (night eyes and spider grip are examples).

Depending upon your character's Color rating (one of your rolled characteristics), some of the seven color groups are available for selection. Only dyshas within these groups have been learned and can be learned by the caji. Thus, a dysha in the Shal group cannot be chosen if the character has not acquired the Shal group. As they progress, caji characters receive additional color points with which they can learn the remaining color groups.

Proficiency with a Dysha

Each dysha you have learned will have associated, with it, a skill level from 1 to 5. At skill level 1 there is a good chance that the dysha will fail. At skill level 5, dyshas never fail. On a D20, the roll for success must be at least as high as the numbers listed below. If the roll is failed, either the dysha does not form correctly, or it forms and launches, but does not have any effect. In either case, the Isho necessary to create the dysha is wasted.

Skill Level	Minimum Roll of A D20 Needed:
1	9
2	7
3	5
4	3
5	1 (always succeeds)

NOTE: These are not the chances of *hitting an opponent* with a dysha; these are the chances that the dysha was *created correctly*. It is still in question as to whether the dysha struck an opponent. This will be dealt with in the chapter 6, the combat chapter.

Choosing Dyshas For Beginning Characters

Each dysha has with it an associated difficulty. This number is used to determine how long the dysha takes to learn. Difficulties range from 0 to 3, and are referred to as: Basic, Intermediate, Advanced, and Coprate (expert). Muadra player-characters are limited to the basic and intermediate dyshas (difficulty 0 and 1 dyshas) to begin with. Dyshas of a given difficulty can only be learned if a dysha of a lower difficulty has already been learned.

Dysha Difficulty	# of Education Points
Beginning	10
Intermediate	20

When creating a character from scratch, we make the assumption that all dyshas known to a player have been used a little bit. For this reason, roll a D3 to determine the skill level initial dyshas are known at. As you progress in gaming, any new dyshas you learn will start at skill level 1.

Using Dyshas

The Isho column on the dysha list indicates the number of Isho points a caji must expend to use a dysha. This is the minimum amount of energy which can be spent. If more Isho is expended, the dysha will become more effective. It will either travel further, or have a greater effect, or last longer; it depends on the dysha.

Maximum Isho Use

During any given 2 seconds (this period of time is called a round) limit to the number of Isho points a caji can expel from his or her body. This number will be different for each color group as a caji progresses, but starts out as 10 for all groups that a caji has initially (color groups are chosen using Color rating points). As a beginning player, record the number 10 next to the name of each color group a caji has chosen. You'll find a space for this on the dyshas page of your character sheet.

Effect

The effect of a dysha upon a target is somewhat unpredictable. A 2D6 effect roll is usually necessary. At the end of the descriptions of the dyshas is a chart. Find the dysha which is used. Roll 2D6. Look below on that table to determine the result. It will be necessary to read the chapter on combat before all of the words on the chart make sense. For every extra factor of Isho used on a dysha, add 1 point to the 2D6 roll. Thus, if 20 Isho points were used for lightning blast, 1 point would be added to the 2D6 injury roll (20 points is 2 uses of lightning blast, 1 usage more than the minimum). Also be sure to subtract, as a penalty, the Size Modifier of the defending creature. A list of Size Modifiers is provided with the injury chart.

Preparation

Each dysha is assumed to require two seconds to be prepared and used. Exceptions to this will be noted in the descriptions of the individual dyshas.

Duration

Another characteristic of dyshas is their duration. It doesn't make sense to talk about this for most orbs and bolts; they simply fly out and hit people. However, there are a few where the concept is important. Bubble, for example, is an orb which creates a protective shield around an opponent. The duration of this dysha tells you how long that shield would last. Durations are listed in terms of "length of the effect per one usage of the dysha." To double the duration of a dysha, double the Isho points spent; triple the duration at triple the Isho, etc.

Range

The distance that an orb or a bolt will travel without unraveling, and dispersing its energy is called that dysha's range. By expending double the Isho on the orb or bolt, it can travel twice as far. For triple the energy, three times the distance, etc. There are no limitations on this. Of course, orbs and bolts disperse to affect the first dense object they encounter on their paths. The table below indicates the range of dyshas depending upon their difficulty (it turns out that the more difficult dyshas have shorter ranges).

Difficulty	Range in Meters
0	40
1	30
2	20
3	10

Role-Playing with Dyshas

When a caji player-character wishes to use a dysha, he or she tells the Sholari. Specify a target in the case of launched targets. The amount of Isho used should also be specified, otherwise, it will be assumed to be the minimum amount listed. Remember, dyshas are not something that muadra have to stop, concentrate on, and launch. Dysha use is, to a muadra, as instinctive as throwing a knife, or launching an arrow would be to a human.

Dysha skill level is 1, 2, or 3 initially. More Education points won't change that.

List of Dyshas: Summary Table

Initially, characters may choose only the difficulty 0 and 1 dyshas. The ISHO for each dysha is the minimum number of Isho points needed for the dysha's minimum effect. The effect column assumes a 1 usage. Double the effect for 2 usages, triple for 3, etc.

DESTI	DIFFICULTY	ISHO	EFFECT
Lightning Blast	0	10	Bolt of heat
Stiff	1	15	Spread limbs, drop everything
Frost Bolt	2	20	Bolt of cold
Lightning Strike	2	40	Bolt which throws an opponent
Penetration Bolt	3	50	Bolt of heat penetrates any armor

DU	DIFFICULTY	ISHO	EFFECT
Orb of Light	0	1	1 Minute bright, or, 1 hour dim
Flingers	0	2	Orb of heat
Quantum	1	5	Orb of heat
Cast Energy	2	10	Orb of heat
Crater	3	30	Orb of heat which explodes 2m radius

EBBA	DIFFICULTY	ISHO	EFFECT
Power Orb	0	5	Powerful push
Force	0	10	Muadra sized target pushed 3 meters
Turnle	1	10	50 meters of fall cushioned
Levitate	1	10	3 meters in 10 seconds
Power Hold	2	10	Lasts 30 sec. Strength of 20
Spinner	3	40	Spin 10 rounds. -5;10 Adv for 3.3 rounds
Constrictor	3	40	Str 1,10,100 for body,arm,rope, 10 sec.

LAUNTRA	DIFFICULTY	ISHO	EFFECT
Fire Touch	0	5	Heat
Healer	0	15	1 wound downgraded
Night Eyes	1	1	10 Seconds
Faint Touch	1	1	Imbalances Isho of defender
Quiet	1	10	Lasts 1 minute
Spider Grip	2	10	Lasts 1 minute
Spectral Stun	2	20	-5 Advantage for 3 rounds

GOBEY	DIFFICULTY	ISHO	EFFECT
Shield	0	5	Stops 20. Lasts 1 round
Bubble	1	20	Stops 100. Lasts until destroyed
Body Shield	1	30	Stops 100. Lasts 10 minutes
Wall	2	50	Stops 500. Lasts until destroyed
Shield Shatter	2	20	Destroys 100. Takes 5 rounds
Cage	3	40	Stops 100. One lightning blast
Shield Implosion	3	50	Destroys 100/3r, 1 Power

SHAL	DIFFICULTY	ISHO	EFFECT
Faint	0	1	Imbalances Isho of defender
Calm Animal	1	20	Calms rage in animal
Darkness	2	30	Blinds for 10 seconds
Scramble	2	50	No orbs for 1 minute
Body Freeze	2	25	No movement for 10 seconds
Brain Blast	2	35	1 point of shock, pain
Craze	2	30	10 seconds of epilepsy, roll wound
Drain	3	50	½ Isho lost
Senses	3	40	Imperceptible for 10 seconds

TRA	DIFFICULTY	ISHO	EFFECT
Deflector	0	1	will reroute 5 points of an orb or bolt
Inner Ear	1	2	Hear through wall for 10 seconds
Inner Eye	1	2	See through wall for 10 seconds
Reflect	3	50	Deflects orb or bolt in chosen direction
Power Vine	3	100	User gains 500 Isho. 10 shock suffered
Create Warp	3	100	Warp created by orb. Lasts 10 seconds

DYSHAS WOUND TABLE

> Add 1 to injury roll for each additional usage of Isho.

	Lightning Blast	Stiff	Frost Bolt	Lightning Strike	Energy Cast	Crater	Power Orb	Constrictor	Fire Touch	Craze	
2	SUP	SUP	SUP	-5 METERS	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	-3	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	-1	MINOR	↓	↓	MINOR	MINOR	↓	4
5	MINOR	↓	MINOR	+0	↓	MINOR	↓	↓	↓	↓	5
6	↓	↓	↓	↓	↓	↓	MINOR	↓	↓	↓	6
7	↓	↓	↓	↓	↓	↓	↓	↓	↓	MINOR	7
8	↓	↓	MAJOR	↓	↓	MAJOR	↓	MAJOR	MAJOR	↓	8
9	↓	↓	↓	↓	↓	↓	↓	CRIT SEVER	↓	↓	9
10	↓	↓	↓	↓	MAJOR	↓	MAJOR	↓	CRIT	↓	10
11	↓	↓	↓	+1	↓	CRIT	↓	↓	↓	↓	11
12	MAJOR	MINOR	↓	↓	↓	↓	↓	↓	↓	↓	12
13	↓	↓	CRIT	+2	CRIT	↓	CRIT	↓	↓	MAJOR	13
14	↓	↓	↓	+3	↓	DEATH	↓	↓	DEATH	↓	14
15	CRIT	↓	↓	+4	↓	↓	↓	↓	↓	↓	15
16	↓	↓	DEATH	+5	DEATH	↓	DEATH	↓	↓	↓	16
17	↓	↓	↓	+6	↓	↓	↓	↓	↓	CRIT	17
18	DEATH	MAJOR	↓	+7	↓	↓	↓	↓	↓	↓	18
19	↓	↓	↓	+8	↓	↓	↓	↓	↓	↓	19
20	↓	↓	↓	+9	↓	↓	↓	↓	↓	DEATH	20

Caji Development

The learning of *new dyshas* is handled differently than when initial dyshas were chosen. Dyshas have an Education cost of 10 points, regardless of difficulty. A 3D6 roll is made each week for dyshas that have been practiced. The difficulty of a skill serves as a penalty on the 3D6 die roll for Education point gain. The difference between normal skills and dyshas is that the penalty is not the same number as the difficulty. In addition, rolls must be lower than a character's *Color rating*, not his Learn characteristic. The penalties to apply to the 3D6 die roll at the end of the week are listed below:

Roll 3D6 lower than or equal to the caji's Color characteristic. Penalties due to dysha difficulty are listed below:

Difficulty	Penalty to 3D6 roll
0	0
1	5
2	10
3	15

The penalty is 5 times the difficulty in each case.

Dyshas need 1 Education point to increase in skill level. New dyshas are gained at skill level 1 when 10 Education points have been accrued.

One Education point is enough to increase in skill level with an already usable dysha. However, new dyshas need 10 Education points worth of practice to achieve skill level 1 (and become marginally usable). Record the number of Education points a character has gained while learning a dysha to the left of the dysha's name on your character sheet. Remember that at skill levels other than 5, you must roll for success when you use a dysha. To earn a die roll the character must spend 4 days (approximately an hour a day) practicing the weave structures of the dysha. This uses up the same number of Isho points as tow usages of the dysha. The caji may choose when in the day the Isho loss will be taken.

THE MAXIMUM DYSHA LEARNING IN A WEEK IS 1 EDUCATION POINT.

ONLY ONE DYSHA CAN BE PRACTICED DURING A WEEK.

IT TAKES 10 EDUCATION POINTS OF INCREASE IN A DYSHA TO REACH SKILL LEVEL 1 WITH IT.

The 3D6 roll can have interesting consequences for a caji. A roll of 3 or a 4 indicates that 1 Education point is awarded, and that a bonus roll is allowed to see if another Education point increase is possible. On a roll of 17 or 18, the caji's progress comes to a screeching halt. No improvement can be made until the caji is able to spend a day or so under the guidance of a hishtin who specializes in the problem color group.

3 - 4 1 Education point and a bonus roll.

5 - 16 Normal roll. Color rating will decide if there is an Education point gain.

17 - 18 Failure, and inability to continue without help from a copra who specializes in the group that your troublesome dyshas is in.

16 - 18 Failure for dyshas in the Shal group. They are much more difficult to learn without instruction.

After a caji has figured a dysha out, progress comes quickly. Dyshas only require 1 Education point to increase once skill level 1 has been reached. So characters with a high Color rating will often go up one skill level a week with a dysha they have learned. Once you have made it to skill level 5 with a dysha, you say that you have mastered it. You will no longer tally use of dyshas you have mastered. Circle dyshas you have mastered in the MASTERED portion of your character sheet. You can now erase the spot used to record progress with the dysha.

Gaining More Color

A character of Color rating 12 would need to roll 12 or lower to gain an Education point towards a basic dysha, but would need to roll 7 or lower for an intermediate one. Such a character could not even attempt to learn advanced, or coprate dyshas. Ah, but wait! For every two dyshas a caji learns, that character's Color rating increases by 1 point.

FOR EVERY 2 DYSHAS A CAJI LEARNS, HIS OR HER COLOR RATING INCREASES BY 1 POINT.

Gaining More Isho

Caji regularly expend great amounts of their Isho on dyshas they have already mastered in order to increase their Isho maximum. The actual increasing process requires that at least half of a caji's Isho be expelled within a few minutes on mastered dyshas from a single color group. This must happen at least 3 times over the course of a week to have any noticeable effect.

If the roll of a 3D6 is less than or equal to a caji's Learn, then one permanent point of Isho is earned. Increase your old Isho characteristic by one. Whatever color group the Isho was expelled in will increase in its Isho limit by 2 points per round. You may lower the number you need to roll by one point for every day of the week over 3 that the character meets the Isho expenditure requirements. Thus, a character of Learn 10 would need to roll 11 or lower on the 3D6 if he or she spent 4 days during the week practicing Isho in one of the color groups.

Use Learn, not Color, for a Caji's Isho Increase.

An Example of a Caji Gaining Experience

As an example of a week's experience, we'll examine Cresin Boehud, a muadra whose Color rating is 12. A few weeks before the start of his journey, Cresin came to a dead end in his attempt to teach himself the "power hold" dysha of the Ebba group. His companions are traveling to Lelligire, where Cresin hopes to be able to find a hishtin who specializes in Ebba and can get him progressing again.

Day 1 was spent in the kerning bays practicing faint touch before the start of a journey. One check is placed beside faint touch, and another marked for Isho practice in the Launtra group.

Day 2 was spent on the road; Cresin expelled Isho into dyshas of the Ebba group. For this he receives one check towards increasing his Isho in the Ebba group.

Day 3 he was in two combats during which he used power orb. He gets another check for Isho practice in the Ebba group. This is only given because he spent more than half his total Isho in just a few minutes during the attack, and all of the Isho was used for dyshas in the Ebba group.

Day 4 was spent in deep forest where it was impossible to practice dyshas without attracting attention (rumor had it that enervors were nearby). No checks for boosting Isho and no way to practice faint touch without attracting attention.

Day 5 was spent traveling with a party of bronth encountered in the morning. Cresin's knowledge of the bronth language was put to a test here. Other than a few miscommunications, he did fine. One check for bronth language, and one more check for Isho use (again in Ebba). We assume that Cresin was able to find a few minutes before nightfall to expel about half his Isho.

Day 6 Cresin and his companions were attacked by a hive of scrade. Hand-to-hand combat was necessary. Cresin used both power orb and his sword skills. One check for sword use. One check for Isho practice in Ebba.

Day 7 was spent in Lelligire, where Cresin met a Copra-Ebba who helped him overcome difficulties he had been having in weaving his power hold. Although he can now begin putting in some time towards learning power hold, his faint touch is also underway. It'll be interesting to see which dysha he decides to develop first. He can only progress in a single dysha each week. Although Cresin gets no check for this, he has overcome whatever obstacle was preventing his improvement in the power hold dysha. He can start practicing immediately.

At the end of the week Cresin's character rolls 3D6 for each skill that has a check written next to it.

1 Check for faint touch.

The 3D6 must roll lower than Mahall's Color, which is a 12.

Penalize this by 5 points down to a 7 because faint touch is a difficulty 1 dysha.

The roll is a 5, so he gains one Education point in faint touch. As this is the first week of work on this, he still has 9 more points to go before being able to use faint touch at skill level 0. Note that we didn't tally every day that Cresin worked on this dysha. When gaming, Cresin's player had to tell the Sholari when he would take out the one hour needed to practice this dysha, and lose the 20 Isho points necessary. (Faint touch has an Isho listing of 20 Isho points)

4 Checks for increasing Isho in the Ebba group.

Cresin has at least three checks in Isho increase, so a roll is permitted. The roll of a 3D6 must be 12 or lower (this is Cresin's Color rating).

Boost this up to a roll of 11 or lower because Cresin has one more check than he needs.

The 3D6 rolls an 11. Cresin gains one Isho point and his maximum Isho use in Ebba goes up by 2 points.

1 Check for Sword use

The roll of a 3D6 must be 9 or lower (Cresin's Learn is 9).

Cresin is skill level 1 with the sword. At this skill level, sword skills are difficulty 0. There is no penalty.

The 3D6 rolls a 12. No good.

1 Check for bronth language (Boru)

The roll of a 3D6 must be 9 or lower (Cresin's Learn is 9).

Penalize this to a 8 because the bronth language is of difficulty 1.

An 8 or lower is needed. A 13 is rolled. There is no improvement or Education point gain.

Now that the week is over, all those checks are erased from Cresin's character sheet. In terms of dyshas, this was a good week for Cresin. Unfortunately, his sword and bronth skills did not increase.

Characters should add any new Education points to their character sheets.

Inherent Caji Skills

There are several perceptive skills inherent to caji. Their degree of usefulness depends heavily upon a caji's Color rating.

Tra Sense

All caji have some degree of Tra sense. This is their ability to perceive the ebb and flow of the ambient Jorune energy. Those of high Color rating are able to perceive great detail in the "energy wind." This skill is based entirely upon a character's Color rating. ONLY CAJI HAVE THESE PERCEPTIONS.

COLOR	PERCEPTIVE ABILITIES
3 - 8	No perceptive abilities
9 - 13	Can detect the presence of more than 100 Isho points within 10 meters.
14 - 16	Can detect the pretense of more than 50 Isho points within 20 meters.
17 - 25	Can estimate on sight, a creature's Isho capacity to within 50%
26 - 30	Can determine the Isho maximum of a creature in view to within a few points. Knows that creature's primary color group.
31 - 35	Knows a creature's Isho to a high degree of certainty, and can tell to what degree each of the color groups have been developed.
36 - 40	Can sense what dyshas the caji has learned if known to the observing caji.
-----	Limits of normal Caji. Copra above here.
41 - 50	With time can figure out any dysha a person has learned.
51 - 60	Has a grasp of a person's basic personality.
-----	Limits of most copra. Only shanthas have been known to be higher.
61 - up	Knows the style of training a person has received. Has a firm grasp on a person's thought processes.

At a given Color Rating, caji always have abilities of a lower rating as well.

Caji are somewhat protected from this probing. Unless they specify an "open stance," to the Sholari, subtract their Color rating from the Color rating of the observing caji. When in the presence of an elder, it is customary for a caji to let down his guard and assume an "open stance." It is only in more delicate situations that a naull orb will be displayed.

Pick up Wind

Sleep is the easiest way for caji to return to their maximum Isho, but well trained caji can consciously pick up energy from their surroundings. This is of no benefit to those who are already at more than half their Isho, as this conscious process can only bring a caji to half of his Isho maximum. This procedure is most useful after a big combat, but will be practiced by caji whenever Isho is low. The ability to effectively collect extra Isho is heavily dependent upon a character's Color rating. The following list tells how long characters of various Colors need to spend before returning to one half Isho levels. In particularly Isho rich, or Isho poor regions (or in the case of disturbances in the energy weather), characters will need more or less time. (Move characters up or down a Color to the closest bracket during bizarre Isho geography or weather)

Color	Time to bring Isho to its 1/2 level
3 - 15	1 Day
16 - 20	6 Hours
21 - 25	3 Hours
26 - 30	2 Hours
31 - 35	1 Hour
36 - 40	30 Minutes
41 - 45	20 Minutes
46 - 50	10 Minutes
51 - up	5 Minutes

When attempting to pick up extra Isho, caji must be free to move about unencumbered, and therefore cannot be wearing any heavy armor. They might wander as far as several kilometers, trying to find rich sources of Isho. If any of these conditions are not met, increase the time by one notch. Thus, a caji of Color rating 23 who was encumbered while trying to achieve 1/2 Isho would require 6 hours instead of the usual 3 hours.

Caji Entropy

By this process, caji draw upon all of their hidden Isho resource. With effort, they can get all the Isho vaguely associated with them to become well mannered and useable. This will double or even triple available Isho. The process takes time, and is not very reliable. The concentration required for this task is great; maintaining it long enough to achieve this resource is straining. Caji must specify the color group that the Isho is to be used in before the start of the attempt. For example, if Desti was chosen, only those dyshas in the Desti group could be used. This restriction applies for just one hour. During this time, dyshas of no other group may be used.

The process is simulated with 3D6 die rolls. The caji may continue the effort as long as desired or until giving up. Each die roll represents 10 minutes of game time. Remove one die for each time a "6" is rolled on one. The remaining dice are re-rolled. The first die removed reaps no benefit to the caji. When a second roll of 6 is made, the caji has increased Isho to twice what it was before the start of the attempt. A third roll of 6 indicates that maximum Isho, triple normal, has been dredged up.

The only restrictions on the use of the energy is that it must be used within an hour (or else it kerns violently from the caji), and that the Isho be used only within one color group, the one specified at the beginning of the attempt. A caji's Color Rating will fall to 1/2 of normal for one week after performing a successful caji entropy attempt. In addition, 5 points of stamina are lost.

Unweaving

Caji can develop the skill of "unweaving," which permits them to take apart orbs and bolts. In order to unweave, the caji must have the color group of the oncoming attack, and must have a Combat Advantage within 5 of the attacker (or higher). The chance of successful unweaving is equal to the defender's Isho maximum in a group. So, a caji with an Isho maximum of 30 in Ebba, would have a 30% chance of being able to unweave an orb from the Ebba group. If the roll of a D100 is less than or equal to the unweaver's Isho maximum in the group, the attacker's orb or bolt is unwoven. Unweaving is a choice; caji need not unweave orbs and bolts if they wish. In fact, if surprised, a caji will be unable to unweave.

Bolts are especially easy to unweave. Add 10% to your chance of success at unweaving them. Orbs from Gobey (shields), on the other-hand, are especially difficult to unweave. Subtract 10% from your chances of success.

The process of unweaving expends a few Isho points. For every 5 points of incomings Isho, 1 point of Isho must be used in the unweave attempt. When an orb or bolt is coming at them, caji are very good at judging the amount of Isho that will be needed to unweave. Isho points are expended whether or not the caji is successful in the unweave attempt. If the caji does not have enough Isho points, the incoming attack succeeds. In either this case, or in the case of an unsuccessful unweave roll, subtract 1 point from injury rolls.

The Kerning Bays

As we've already mentioned, the kerning bays are places where muadra expel Isho. It is also the place where caji and copra go to practice their dyshas, and learn new ones. Although these places are a little rough on the young (their parents usually accompany them until they're in their mid-teens), there is much to be learned at the kerning bays. Humans and boccord "hishtins" help caji learn certain dyshas when a living opponent is needed. Hishtins have extraordinarily high interference abilities (described right after color increase) which allows them to literally suck in the caji's incoming orbs and bolts. By "flirting with orbs and bolts," hishtins can sense the effect of these attacks without actually suffering their effects. Particularly those dyshas in the Shal group require practice with hishtins to acquire any proficiency. Unless a caji wants to practice the Shal dyshas on innocent bystanders, a hishtin must be paid to critique such orbs. These folks aren't cheap either.

Humans and Boccord Energy Abilities

The only form of adaptation that humans have made to their environment is their ability to "interfere" with the attacks of caji. Boccord share this ability, but their bodies have changed in ways which adapted them further to their environments. Before we discuss the specific boccord skills, we'll explain interference.

Interference

Although generally considered "blind" to the ambient Jorune energy, humans can learn "interference," the skill of disrupting muadra energy attacks. The "signature sensitive" boccord is also capable of interfering. This sophisticated defense distrusts the incoming orbs and bolts of muadra. Muadra themselves are incapable of learning interference because it depends upon rapid fluctuations of Isho. Even at a basic neurological level, muadra training prevents such Isho undulation. Nausea and even unconsciousness would result if a muadra attempted to interfere. Other than a bit of dizziness, humans and boccord suffer no ill effects from this defense.

With interference, the body senses the presence of incoming Isho, and matches the pattern of energy with rapid fluctuations of its own Isho. The resulting barrier is often enough to protect the defender from harm. In order to match energy patterns with the attack, the person performing interference must be familiar with the color group of the dysha. For example, a human with the Desti and Shal color groups could try to interfere against any of the dyshas of these groups, but not those of the other color groups, like Gobey. Interference is not a natural talent. It is learned through training at the kerning bays.

To be able to interfere with dyshas from a color group, a character must have studied in the kerning bays, learning the principles of that group. Interference can only be attempted in those groups which were chosen with Color points.

Unless a character shows promise of becoming a hishtin, those at the kerning bays will not train him or her past the equivalent of skill level 1. After that, improvement will come only from actual use. Caji have no desire for humans and boccord to go around impervious to their attacks.

All seven of the dysha groups are listed as skills on your character sheet. Circle those groups which you have chosen with your color points. If you have spent the required number of Education points on the group, you may circle the percentage number listed under skill level 1.

The chances of successful interference at each skill level is listed on the following table. If the roll is successful, the human or boccord matches the Isho of the incoming attack, using one Isho point to interfere with every 2 incoming points of Isho. As many points as needed are used by the interferer. If every two Isho points of the attack can be countered by one Isho point of interference, then the attack is totally neutralized.

If the defender does not have enough Isho to counter the attack, reduce the attacking dysha's Isho value by 2 points for every 1 point of the defender's Isho. This is the true strength of the dysha. For example, if a triple use of lightning blast (30 Isho points) was used against a human who had 9 Isho points, only 18 points of the attack would be stopped, leaving 12 points of incoming lightning blast. This is enough for a single use of this dysha. So, although the attack was not totally stopped, it would certainly be better to be struck by a single usage of lightning blast, then to be struck by three.

Interference is an automatic response for humans and boccord; it is effective even in surprise situations. The body regulates how many Isho points it puts into the interference. Because it tries to match the incoming attack, neither too few nor too many points will be used.

INTERFERENCE: Human or boccord must have the color group to train in the skill.

		SKILL LEVEL										
✓ #	DIF	Color Group	0	1	2	3	4	5	6	7	8	9 10
0		Desti	0	20	40	60	70	80	85	90	95	100 100
1		Du	0	10	20	30	40	50	60	70	80	90 100
2		Launtra	0	5	10	15	20	30	40	50	60	70 80
1		Ebba	0	10	20	30	40	50	60	70	80	90 100
1		Gobey	0	10	20	30	40	50	60	70	80	90 100
2		Shal	0	5	10	15	20	30	40	50	60	70 80
2		Tra	0	5	10	15	20	30	40	50	60	70 80

If the roll to interfere is successful, subtract 2 from the roll to injure, whether or not the character has enough Isho to totally interfere with the attack.

Using interference expends Isho points:

1 Isho for interference equals 2 Isho of the incoming attack.

1 Isho for interference equals 2 points of a shield.

Skill level increases happen for interference just as with any other skill, but check for interference increase every month, not every week, as with most skills. They require 5 points to increase, like a normal skill (not 10, like dyshas). Use your Learn characteristic when checking for increase.

When a character has increased by 5 interference levels, that character receives an extra point of Color. When enough extra points have been accumulated, another color group can be learned (through more training). Remember, just because you have enough points for a color group, doesn't mean that you've trained to interfere in it.

Every year or two, a human's Isho will increase by 1 point. Boccord gain one Isho point at the same time as they increase in color.

Boccord Signature Abilities

In an intuitive way, boccord are able to detect certain characteristics of the Isho around them. We say that boccord feel "signatures" in the surrounding Isho. Although their senses are not as precisely visual as the caji, they can detect the *presence* of certain creatures from a great distance.

COLOR	SPOTTING	SCANNING	FALSE SIG	MASKING
3 - 8	0%	0%	0%	0%
9 - 12	20%	0%	0%	0%
13 - 14	40%	20%	0%	0%
15 - 16	60%	40%	20%	0%
17 - 18	85%	60%	40%	20%
19 - 20	95%	85%	60%	40%
21 - UP	98%	95%	85%	60%

Spotting

Spotting is a boccord's ability to sense the presence of a high Isho entity in the immediate area, like a creature standing over him at night, or someone sneaking up a few meters behind. If the boccord is successful at spotting, the Sholari will tell the player "You get the feeling that there's something nearby that you're not used to. . ."

Scanning

By expending 3 Isho points, boccord can discern the signatures of the Isho wind to a high degree. If there are creatures in the surrounding area, a successful roll here indicates that the boccord is able to detect them. Another successful roll indicates that the boccord is able to identify the race, or if not familiar with the race, at least describe the creature as being: intelligent, non-intelligent, big or small.

False Signature

By expending 5 Isho points, boccord are capable of creating a phony signature. The percentiles indicate the chance that other creatures will believe this false signature. This can be used to trick boccord, but is also effective against any of the creatures which use "signature sense" to see. All native Jorune creatures are sensitive to this, even the ones with eyes. The boccord may only choose the signature of creatures he or she is familiar with. A boccord could not, for example, create the signature of a Dhar Corondon.

Mask Signature

Boccord can match their Ishos to the background wind with almost perfect coordination, becoming "Isho-invisible." This requires the expenditure of all Isho points. Native Jorune life forms (shanthas

excepted) without eyes will be totally unable to detect such boccord. Even those with eyes might not spot them. If the roll for success is made, the boccord is "Isho-invisible" for one minute. During this time, only slow, calculated movements are permissible, otherwise the effect is lost.

Hishtins

Hishtins are boccord who train muadra to use their dyshas. Their interference capabilities are so high that they can safely absorb caji orbs and bolts. Analyzing the weave of the incoming dyshas, they can often offer criticism that will speed up the learning of a dysha. Hishtins are almost mandatory for learning any dyshas from the Shal group, unless the caji wants to train against innocent passersby.

THE DYSHAS

The names of the seven groups correspond to the seven moons of Jorune. Beside the name of each moon is its shanthic title. The name of each dysha is followed by two numbers: the difficulty of the dysha, and the number of Isho points expended on a use of the dysha.



DESTI: The Red Harbinger



All the dyshas in this group are red bolts. All are violent. Those who master Desti leave little doubt as to their intentions. These dyshas are easily picked up in seedy kerning bays. Muadra who know only Desti dyshas, and are incapable of producing a naull, are called dytes. The term has come to be taken as a caji slur. Such dangerous, undisciplined low-lives are escorted out of Ardoth if they cause any trouble.

Lightning Blast: 0,10

This is the most basic of the Desti. It is a bolt which inflicts terrible flaming damage. This is the mainstay of dytes and criminals.

Stiff: 1,15

The Stiff dysha jolts its victims arms and legs into a comically grotesque full extension. Defenders of stiff drop anything in their hands on a roll higher than their Strengths on a 3D6. Defender's fall if the roll of a 3D6 is higher than their Agility.

Frost Bolt: 2,20

This dysha imparts intense cold upon its target, causing serious wounds and even death.

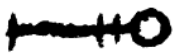
Lightning Strike: 2,40

Prerequisite: One dysha from Ebba

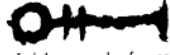
The most feared of the dyshas in this group, lightning strike impacts with a lightning blast, and hurls its victim a few meters. Use the lightning blast column on the dysha injury table to assess damage to a defender. The distance that a defender is thrown is equal to 3 minus the defender's Size Modifier, in meters. Multiply this number by the number of usages used. Thus, 3 usages would throw a boccord 6 meters (3 usages—Boccord Size Modifier of +1 = 2, 2 x three usages = 6). Treat this as the number of meters fallen when checking for damage.

Penetration Bolt: 3,50

The penetration bolt is able to penetrate any armor, yet inflicts its damage only on the living tissue inside. The bolt will not release its energy until surrounded by Isho, as in the case of its penetration into the body. Although crystal studded armor can stop penetration bolt, it will always be destroyed by it.



DU: The Illuminator



The bright amber Du orbs transport energy in a fairly crude form, resembling light or heat.

Orb of Light: 0,1

An orb of light can be created to give off varying degrees of light, from the very bright to a dim glow. In the first case, the orb will last for about an hour, while the dimly lit orb will last almost a day. The orb stays in one place unless moved by its castor, which entails placing both palms round the orb and pulling it along. It can be unwoven at any time by its castor.

Flingers: 0,2

These tiny orbs inflict 1 point heat damage each. They can be created in groups of 5, each traveling in a slightly different direction. If desired, the caji may choose for them to disperse randomly. Use the cast energy column on the dyshas injury table, but subtract 4 from the 2D6 die roll.

Quantum: 1,5

This intense orb of heat is created with only 5 points of Isho, yet it inflicts terrible heat damage. Quantum orbs may not be bundled (they may only be used one at a time). Their ease in being woven is a trade off with their versatility. Treat a usage of quantum as a cast energy orb when rolling for injury, but subtract 2 from the 2D6 die roll.

Cast Energy: 2,10

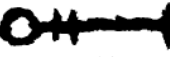
Like quantum, cast energy is an orb of intense heat. Its damage can be far more severe, as cast energy can be used in whatever bundles are desired.

Crater: 3,30

When the crater orb reaches its destination, all its energy is given off in a huge blast which burns everything nearby. Use the chart listed for crater to determine the injury done to defenders. Roll for every one nearby, subtracting 3 points from the roll for every meter's distance a person is from the blast sight. Minor fires are sometimes started by this orb. Use it with care.



EBBA: The Sender



The yellow Ebba dyshas are orbs which either push or hold.

Power Orb: 0,5

This is the most basic of orb offenses. Power orb inflicts bulk damage to whatever it hits. Liken it to being hit by a projectile evening bat. It will often knock defenders down, or cause unconsciousness; it can even kill.

Force: 1,10

Force is a broad, slow form of power orb. Rather than punching holes through things, it pushes people and objects back. No injury roll is made with force. The distance pushed is equal to 2 meters

minus the Size Modifier of the defender, all multiplied by the number of usages. Creatures attempting to resist force must be holding onto something immobile, and must roll lower than or equal to their Strength on 3D6.

Tumble: 1,10

Muadra use tumble to prevent deadly falls. Muadra create an orb to cling to. The orb grabs the energy ether, and is dragged down by the user's weight. Resistance by the orb slows the fall to a non-dangerous speed. Subtract 50 meters from the distance fallen when using tumble.

Levitate: 1,10

This dysha lifts caji straight up at a rate of 3 meters per 10 seconds, for ten seconds. Those who think ahead will have some place to step or something to grab at the end of the ten seconds, otherwise tumble might be necessary. Levitate allows for slight lateral motion while rising; its possible to navigate a bit during the ascent.

Power Hold: 2,10

This orb expands and rings around living tissue. It remains stationary, restraining whatever it has looped. An arm hit by power hold, for example, would be enveloped by a fat doughnut of glowing energy. Power hold lasts for 30 seconds on one usage. Creatures of Size Modifier 2 and higher can break the hold by rolling lower than or equal to their Strength characteristic on a 3D6. Tripling the Isho needed for power hold makes it possible to hold creatures of a higher Size Modifier. For every 3 usages, boost the maximum Size Modifier of possible defender's by 1.

Spinner: 3,40

On contact, this orb sets its target spinning at a rate of 5 or more revolutions per second. The duration of the spin is equal to 3 minus the Size Modifier of the defender, all multiplied by the number of usages. For each second of spin, add 1 to the 2D6 injury roll for spinner victims. This will tell whether they drop what they are holding. The penalty to advantage is -5 for each round of spinning. As an example, if a human were to be hit by a single usage of spinner orb, he would spin for 3 rounds (3—Size Modifier of 0 = 3). After the spinning stops, he will suffer a -5 to advantage for 3 rounds.

Constrictor: 3,40

This orb encircles its target as does power hold, but constricts, tightening its grip. The larger the object being constricted, the thinner the constrictor orb must become to loop around it. Consequently, the thinner the constrictor, the weaker its hold. Around an arm, Constrictor becomes fat, and very strong. The injury table for constrictor assumes the orb around an arm. The following table provides modifiers on the injury roll for different sized objects.

Location	Injury
	Roll Penalty
Arm	+0
Leg	-3
Body	-6
Head	-1
Rope	+6

Obviously, constrictor is adept at cutting through rope. It also has the potential to sever limbs. If the defender is wearing armor, roll for penetration. If the armor blocks the constrictor, then the damage is no longer cutting, but is crushing. Use the club injury table in such circumstances, but apply a penalty of -3. In any case, armor will reduce the effect by -1 on injury rolls. This dysha has the potential to sever limbs; use it sparingly.

LAUNTRA: The Flow

The dyshas of Launtra all employ the technique of running Isho over the surface of the body. These abilities are especially valuable to those who spent much time in the wild. The use of these dyshas creates a slight green glow about the part of the body which employs the Launtra Isho.

Fire Touch: 0,5

With this dysha, the user's hands become hot as branding irons. A surge of Isho running across the palms both protects the hands and creates the heat. Muadra using this dysha must actually make contact with their target. Treat such attempts as punches.

Healer: 0,15

By creating just the right flow of energy through their palms, caji can heal wounds and speed recovery. The process takes about a minute, and the results become apparent over a period of a few hours. For every usage, 2 points of Stamina damage will be recovered. The healing may only be applied to a single wound. No more than 4 points of dysha healing can be applied to a wounded person in one day.

Night Eyes: 1,1

Muadra can see in near total darkness by trickling a little bit of Isho over the surface of their eyes, creating a sort of light amplification. The duration of the effect is 10 seconds.

Faint Touch: 1,1

Caji can cause faintness by dumping a victim's Isho upside-down. The higher an opponent's Isho, the more energy it takes to accomplish this, but the better the chance of success. For every three points of the defender's Isho, one point must be spent. If the roll of a D20 is less than or equal to an opponent's Isho rating, unconsciousness results. Thus, a Human of 11 Isho points has a 55% chance of fainting if faint touch is used by a caji who expends 7 Isho points on the effort ($2\frac{1}{3} = 7$). Always round fractions up. Note that this dysha always works on characters of an Isho rating higher than 20. Falling unconscious from faint touch is not at all pleasant. It is not like falling asleep. Having one's Isho flipped back and forth by a faint touch dysha is analogous to being twirled after a big meal. The duration of the unconscious state is equal to 2D6 minutes.

Quiet: 1,10

The use of this dysha muffles all sounds given off by the caji, creating a small zone of silence. Although sounds like footsteps and breathing are eliminated, really loud sounds will still be audible. The effect lasts one minute for a single usage of 10 Isho points.

Spider Grip: 2,10

This is the ability to climb or hold onto most any surface. By running a current of energy over the palms and feet, caji can effortlessly cling to all but the most slippery of surfaces. The duration of spider grip is 1 minute for a single usage.

Spectral Stun: 2,20

Spectral Stun temporarily stuns victims with an intense tight beam of light flashed in the defender's face. Caji with advantage rolls higher than their opponent will always succeed (assuming that the defender is looking at the caji). Defenders of this light become disoriented and dizzy. They become -5 to advantage for the next 3 rounds, and lose 3 Stamina points.

GOBEY: The Protector

All of the brown Gobey dyshas are associated with shields and the destruction of shields. Shields have an associated strength. In order to fell a shield, damage exceeding its strength number must be inflicted. No physical attack can penetrate shields without felling them first. Orbs and bolts have no trouble passing through shields. Energy weapons which rely upon pure energy can pass through shields.

For attacks against shields, treat them as human sized, and use the following wound equivalents:

Wound	Damage to the shield
Superficial	1
Minor	2
Major	4
Critical	6
Death	10

Add 2 for bludgeon attacks (clubs, fists, etc.) Add 5 for attacks made by energy weapons.

Shield: 0,5

The use of this defensive dysha creates a shield in front of the caji which subtracts 6 from any wound roll to the defender caused by non-dysha attacks. Rolls below 2 are considered to be totally blocked. No bundling is allowed with this dysha. Whether or not the shield is used, it falls at the end of the round. Although not launched, the shield comes from an orb created in the palm of the caji. Users of shield must have advantage rolls no more than 5 points lower than their attacker to get the shield up in time.

Bubble: 1,20

This orb creates a domed bubble of strength 100. It will remain indefinitely, until destroyed by either the person trapped inside or by outside attacks. Bubbles do not move. They measure approximately 3 meters high with a 3 meter diameter base.

Body Shield: 1,30

This shield covers the user's body, and provides a defense of 100 points. The shield is mobile, and will travel with its creator. This flexibility comes at a price, however. Used or not, the shield loses strength at a rate of 10 points a minute. After 10 minutes, it falls completely. Note that users of body shield can still launch other dyshas, but cannot use normal physical weapons without harming their own shield.

Wall: 2,50

Wall orbs spread out to form shields which cover a maximum of 9 square meters. They are especially effective for barricading entrances. The shield is shaped like a wall, and has a strength of 500 points. A wall is permanent, unless destroyed.

Shield Shatter: 2,20

This orb inflicts 100 points damage to shields. The process takes 2 rounds, and gives off a lot of light and noise. Fifty points of the shield are destroyed per round.

Cage: 3,40

Prerequisite: Lightning Blast

Shields are created around a defender, similar to bubble. Cage however, does not pleasantly fall when its 100 points of strength have been depleted by damage. Instead, it strikes its captive with a bolt of lightning blast. Additionally, organisms and objects can enter the cage, but not leave it. The dimensions of Cage are the same as for Bubble. Keep in mind that orbs and bolts can both be used from within a Cage and that these traps can be felled through interference. *If destroyed by Shield Shatter, cage's lightning blast does not strike.* With a sufficient interference roll, (and enough Isho), a human or boccord could walk right out of a cage.

Shield Implosion: 3,50

This orb is similar to Shield Shatter, except that the occupants of the shield suffer one attack of power orb per round for the orb's 5 round life span. During this time, 20 points per round of the shield are destroyed. The bulk damage to shield occupants is caused by rapid alterations in the size of the shield as it contracts. At the point where the orb is burrowing thru through the shield, great light and noise emanate.

SHAL: The Keeper of the Ancient Order

The blue dyshas of Shal all affect the nervous systems of their living targets. The Shal are often considered to be the most frightening of the dyshas. Shal training is rarely offered; few are those who wish to be the targets of these little blue horrors. "Heshtins" are people who permit themselves to be subjected to Shal orbs. Their ability to interfere with such attacks makes it possible for them to avoid injury, while critiquing the caji's performance.

Faint: 0,1

This dysha flips a person's Isho around, creating a sensation so unsettling that fainting is common. Its mechanism is similar to that of faint touch in the Launtra group. Use the faint touch description in the Launtra group for details.

Calm Animal: 1,20

This orb will calm a not-too-terribly angry animal. This is not a cure-all. A charging mandare can't be turned into an 8 ton pussycat. Basically, the bigger and the meaner the creature, the less likely that it will be calmed. The Sholari will add 1 point to the creature's response roll for every usage of calm animal used. No more than 4 usages of this dysha will serve a useful purpose. Past this point, the creature will only become irritated by the dysha.

Darkness: 2,30

Those struck by this orb are temporarily blinded for 10 seconds.

Scramble: 2,50

This unpleasant orb scrambles a victim's Isho, making it impossible for him to weave orbs, but leaving him the capability of launching bolts (anything from the Desti). The effect lasts for 1 minute.

Body Freeze: 2,25

Victims of body freeze have all voluntary muscle-motion frozen. Anyone running will fall, those walking often stumble. The length of the effect is 10 seconds.

Brain Blast: 2,35

This orb inflicts a sharp jolt of extreme pain, and one point of shock damage. In addition, those hit will suffer a -5 to Advantage for 3 rounds. Defenders must roll below their Strengths to avoid dropping whatever is in their hands. People have been known to change their minds about important issues when brain blasts have been the incentive.

Craze: 2,30

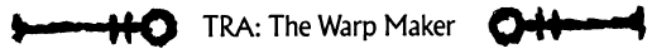
The use of this dysha throws its victim into a wild, epileptic-type fit for 10 seconds. For injury suffered during this time, consult the dysha wounds table. A -5 penalty to Advantage will be in effect for 3 rounds.

Drain: 3,50

This insidious orb drains off half of a defender's Isho points. A character who had 100 Isho points before the drain would end up with only 50 after it.

Senses: 3,40

Those struck by a Senses orb will become temporarily oblivious to anything happening around them. For about 10 seconds, their minds will follow hallucinations of sights and sounds which appear quite sensible at the time. Perfect against a guard who is bored.



TRA: The Warp Maker

The white Tra dyshas are concerned with the ebb and flow of the ambient Jorune energy.

Deflector: 0,1

If enough energy is expended in the use of this dysha, incoming orbs and bolts can be deflected around the caji. For every 2 points of energy used in creating the attacking orb or bolt, the caji must expend 1 point of Isho. If this condition is not met, the incoming orb or bolt will hit (assuming its aim was accurate). Basically, deflector digs a trough through the ambient energy, making a course for the orb or bolt to travel around the caji without contact. The same technique can be used to deflect arrows and other projectiles, except that in the case of matter, much more energy is needed. Forty points are required to deflect a spear or an arrow.

Inner Ear: 1,2

Users of this dysha can hear whatever sounds exist on the other side of a barrier or a wall. The duration of the effect is 10 seconds for 2 points of Isho.

Inner Eye: 1,2

Like Inner Ear, except that it applies to sight, users of inner eye can see through walls as thick as 2 meters.

Reflect: 3,50

Reflect is similar to deflector, except that the user can guide the incoming orb or bolt. Commonly, attacks are sent right fback at their sources, hence the name. Sometimes however, the caji with Reflect will wish the attack to travel in some other direction. Treat this as an attack by the caji with Reflect. The chances to hit are just as if the orb or bolt originated with the reflecting caji.

Power Vine: 3,100

This is an ability to pull in vast amounts of power from the nearby "energy wind." Given 100 points of Isho, 500 points can be drawn in (more in energy-rich areas). The color group that the energy will be used in must be determined *before* the use of power vine. Under no circumstances can the energy be used for dyshas in any group other than the one chosen. The energy can be held-in no longer than one hour, at which time it will kern itself out of the caji's body. The use of power vine inflicts 8 points of Stamina damage to the caji.

Create Warp: 3,100

This orb will create a warp to a specific location. There is no way for caji to determine where the other end of the warp will be without obtaining a warp map of the area (an extraordinarily rare item). The warp lasts for 10 seconds, and can be unwoven by a caji nearby by it on either side of the warp.

CHAPTER 5

BUILDING A CHARACTER

Your Character's Background

After deciding on gender and race, and rolling characteristics, it's time to give your character some personality, things like a name, origin, and family background. First, roll a D100 as a Luck Roll. Add your character's Social to the roll. If you get anything lower than "average," you may re-roll, and take the better of the two rolls.

ROLL	EXTRA MONEY	RESULT
1 - 5		Criminal. wanted by local authorities
6 - 10		"Black sheep." Disowned by family and friends.
11 - 15		Not trusted or respected
16 - 20		Comes from a family of diyarda
21 - 25		Family, or friends of are in disfavor.
26 - 30		Wanted for crimes(may or may not be true)
31 - 40		Minor trouble maker
41 - 50		Used to be a minor trouble maker
51 - 60		Average
61 - 70		Has a few well to do friends
71 - 80		Has several well off friends
81 - 90	+ 1 GL	A few rich friends. important acquaintances
91 - 100	+ 2 GL	Has contacts in the local government
101 - 110	+ 5 GL	Middle class background
111 - 115	+ 10 GL	Wealthy background
116 - UP	+ 20 GL	At least one relative is a Drenn

Creating Your Character's Name

Go beyond "Dick and Jane." Jorune has no "Spot."

Your Character's Origin

Players will usually be leaving their home town, probably heading towards Ardoth to register for tauther in the Hall of Drenn. The following is a brief list of some towns and cities in the realm of Burdoth which beginning players may choose from.

Ardoth: The capital city of the Burdoth realm. Located in the southern part of Sychill bay, Ardoth is the greatest human power on Jorune. The city itself has a population of nearly a quarter million. Ardoth is heavily human, but nearly all races have some contingent here. The Dharsage ruler and the ruling council are both situated in Ardoth; control of all Burdoth and its territories is centered here. The city's citadel, "Cryshell," is open to Drenn and Kesht only. Visitors from other realms are sometimes escorted through Cryshell to see its fine collections of artifacts. There are many kerning bays in Ardoth, each of which has a slightly different emphasis. People travel to Ardoth to apply for citizenship. Within Cryshell is the Hall of Drenn. Tauther applicants are escorted in an out of the citadel for the purpose of applying for tothis.

Miedrinth: A city south of Ardoth, bordering the East Trinnu Jungle Lands. Population is approximately 5000, mainly Human and Boccord. Large trade city due to the proximity to the jungle lands. People from Miedrinth are known for their habit of chewing Girrig, a sort of wild Durlig which is common throughout most of Jorune. The taste of girrig has been likened to that of musty tree bark.

Cosahmi: A small coditch growing town which rests on the northern mouth of the Shaharras Sea. Those from Cosahmi have travelled a great distance to reach Ardoth. Their desire for Tothis is usually great. People from Cosahmi are fond of their native coditch, and will often pay a high price for it when away from home. Cosahmi has a population of about 900, about an even mix between Muadra, Humans, and Boccord.

Lelligire: Located on the northern tip of the Burdothian lands, this city of fifteen thousand is a major center of ocean trade. Although Humans predominate here, there are large groups of Boccord, Muadra, and Bronth. The people of Lelligire (named after a Ramian ship captain who pillaged the local coastline), are known to be hospitable and generous. Their preoccupation with clothing makes them distinctive in any setting. Fabric from Lelligire is said to be among the best around. Those of this city will be familiar with Bronth, often speaking the language.

Child Rearing: The Klades

Children are raised in either a nuclear family setting, or in "Klades" (communal child-rearing groups). We'll assume for game play that all characters have grown up in a nuclear family, since klade children usually end up very one sided, having spent most of their time learning specific skills (like rope-making).

The following is a list of possible occupations for your parents. Try to create a believable character history. Bizarre backgrounds raise eyebrows and suspicions.

Administration	Future Reader	Patroller
Archer	Garbage collector	Rouge
Armor Smith	Gardener	Rug Maker
Artist	Grave Diggers	Sailor
Beasters	Groomer	Scavengers
Builder	Guard	Sells Food
Butcher	Guide	Servant
Caji	Harvester	Singer
Caji Houser	Herbalist	Slaver
Carpenter	Hunter	Soldier
Clerical	Iscin	Tanner
Cook	Jeweler	Tapestry
Courier	Loomer	Teacher
Crystal miners	Makes Oils	Trader
Daijic	Makes Perfume	Trainer
Dancer	Makes Shoes	Translator
Durlig Farmers	Makes Weapons	Transporter
Escort	Messenger	Weaver
Fisherman	Musician	Wine Maker
		Writer

Age, Height & Weight

Characters are approximately twenty years old when they start out. If the Sholari permits, players can choose to role-play older characters; however, care must be taken not to imbalance game-play. Typically, those of greater age have learned more, and are apt to have more skills. This can cause inconsistencies in beginning player characters. Although players may want to choose younger characters, tauther applicants must be at least 20, so younger characters will have some difficulty progressing socially.

The average heights were listed in the descriptions of each of the races. If you wish, you may roll a 2D6 for both of these measurements to see if you're above or below average in each. Treat high rolls as above average, low rolls as below.

Initial Purchases

The amount of money characters start with is randomly determined. The standard of value in Burdath is the gemule. One hundred gemules is equal to a gemlink; ten gemlinks equals a gem. There are still more valuable coins. The following table gives the basics.

	ABREV	EQUIVALENT BUYING POWER
1 GEMULE	(GU) = 20	CENTS: LATE 1980'S U.S. CURRENCY
100 GEMULES		= 1 GEMLINK
10 GEMLINKS	(GL) = 1	GEM
10 GEMS	(GM) = 1	GEMCLUSTER
10 GEMCLUSTERS	(GC) = 1	GEMSTAR

To determine the number of gemlinks a character has to start with, roll 3D6. Your character needs to purchase traveling gear, weapons, and armor with this money. Travelers might not want to spend all of their money right now. There will be plenty of opportunities for spending later. Besides, staying at an inclep (an inn) is more comfortable than the cold ground. Some commonly available items are listed below.

COST OF	PRICE IN GEMULES
A drink of rusper at an inclep	3
Tip on a drink or meal	1
One handed sword	300
Two handed sword	400
Knife	20
Axe	250
Battle Axe	600
Club	40
Mace	100
Morning Star	150
Staff	50
Thikes	100
Sling	10
Spear	60
Bow	200
Long bow	350
Light cross bow	400
Heavy cross bow	650
A suit of leather armor	1 gemlink
A suit of mail armor	1 gem
A thombo with a grounding spike	5 gemlinks
5 meters of rope	20
Lantern	35
One night at a scroungy inclep	15
One night at a comfortable inclep	40
One night at a classy inclep	1 gl
Flint & steel	5
Lock & key	25
Metal chest	50
Spikes & hammer	15
Torch	4
Water skin	10

Burdathian economy is based upon a natural, geological creation, the gem. These crystalline spheres are about as wide as a fifty cent piece and are speckled with bursts of color. A single gem is the basis of currency worth in Burdath.

Gems are not passed around as currency. Instead, gem equivalents have been created in the form of coinage. Crafted out of metal, these coins are treated exactly as gems, and are called "one gem's worth." Divided down into smaller units, tenth gems are called "gemlinks." Further down is the gemule, which has a value of one one-hundredth of a gemlink. This coin is called a "yule" in the slang of Burdath.

Gems are controlled by Burdath and are not to be used freely in trade. Those who have gems are expected to exchange them for "gem's worth" in Ardoth or in other large towns.

Larger currency includes the gemcluster and the gemstar, worth 10 and 100 gems respectively.

Common Items

Thombo

Thombos are riding creatures native to Jorune. Although they must be dismounted in combat situations, these creatures are sure footed, can carry heavy payloads, travel reasonably fast, and can survive in almost any climate. Their small, pin-like eyes are sightless. Like many lines of Jorune descent, thombos lost their sight, developing instead an excellent tra-vision. Passengers ride a full 7' above the ground, and have an excellent view of their surroundings. The thombo's main limitation is its skittishness. Thombos are creatures of strong instinct. They will bolt away from danger at first sign. They are a dangerous hindrance in combat situations.

Those who remain on a startled thombo will be thrown off the creature if they fail to roll lower than their Strength on 3D6.

Although not elegant, thombos provide fairly inexpensive transportation. Under extreme circumstances, they can even be eaten.

Thombos can be tethered to portable thombo stakes. Hooks from a face-ring are tied to wooden stakes driven into the ground.

Traveling by thombo, characters can cover up to 60 kilometers in a day (about 37 miles). This assumes a travel rate of about 6 or 7 kilometers (4 or 5 miles) per hour for up to 9 hours a day. Keep in mind that thombos have voracious appetites and need several hours a day to eat. Stabled in a town or city, thombos cost 10 gemules a week to feed.

Horses

Horses are the mounts of the rich.

Although not as durable as thombos, horses provide a safe platform for combat. Horses can travel about 50 kilometers (33 miles) a day. During much of this time they must be walked. These distances assume a travel rate of about 8 kilometers (or 4 miles) an hour for 6 or 7 hours a day.

Horses have not fared well on Jorune. Slight modifications to their genetics prevent them from producing many fertile offspring. In the wild the inability to compete with native Jorune life cut their numbers. It is only through the effort of humans that they survive to this day and age. Their extraordinarily high price reflects their small numbers. Even finding horses to buy is difficult.

Bochigon

Bochigon are huge creatures capable of carrying tremendous payloads.

Even larger than thombos, these creatures can carry creatures the size of bronth. A single bochigon can carry the equivalent of four thombo payloads. Although not as sure footed as thombos, bochigon are more attentive to the surface beneath them, avoiding weak structures.

They seem to possess only a rudimentary intelligence. Training these mammoths to obey the orders of their riders requires years of patience. Even then, bochigon will choose their own paths through bushes, or cross rivers at points of their own choosing. Strong-willed individuals may have trouble adjusting to the bochigon's way of doing things. Cooperation is the key to success when dealing with these creatures. Feeding them their favorite food, "kayed" usually coaxes them into cooperating.

Bochigon have excellent instincts about their surroundings. They can often detect ambushes and traps. Speculation has it that these skills are based upon excellent Tra-sense.

Bochigon are fearless. In combat situations they react calmly, and have even been known to attack with their powerful front legs.

Bochigon are capable of covering the same distance each day as a thombo. Although they travel a little slower, they can be ridden for as many as 14 hours a day. Unlike thombos, bochigon occasionally need time to temporarily settle down. For every month of travel, bochigon need at least a solid week of rest. Without this time, they become cranky, and less responsive. A common phrase on Jorune is "Rest that bochigon before he kills you."

Talmaron

Talmarons are large, winged Jorune natives which are capable of carrying passengers (up to boccord-size) in flight. These creatures can travel up to 60 kilometers a day (about 37 miles per day). This assumes a rate of about 10 kilometers per hour for 6 hours a day. Substantial training is essential before they can be flown safely.

Although rare and expensive, talmarons are the only means by which normally impassible regions can be crossed.

Durlig

Durlig is a plant created by Earth scientists. Although it provides all the nutrients needed by humans, and grows almost any place imaginable, it isn't the tastiest of foodstuffs. Although many of the native Jorune plants are edible, most are difficult to digest, and none provide a substantial amount of the vitamins humans need. It has long been known that a healthy diet must include durlig, but its taste is somewhat of a hindrance. Properly leached and heated with crethin leaves, durlig can acquire favorable characteristics. Unfortunately, the poor of Jorune are often unable to buy the expensive crethin leaves. Worse yet, those of squalid conditions end up eating only the wretched durlig tops, which quickly rot after harvest. Durlig spreads slowly. It is found all over Jorune because the colony planted it in so many locations before their demise. It was intended to be machine planted, and machine harvested. Unfortunately for the peoples of Jorune, such devices no longer exist. Durlig is planted by hand, and requires whole teams to dislodge a single root. Where available, thombos provide the necessary pulling power needed. Durlig harnesses can be purchased in any area involved with agriculture.

Clep

Cleps are places where things are purchased.

Inclep

An inclep is a place to stay overnight, like a tavern. Inclep always have a small "illidge" where drinks and food are served. The most common drink in the realm of Burdoth is "rusper." Similar to ale, rusper costs very little, and is extremely popular. The entrance to most incleps is through their illidge. The inclep owner will usually be busy cooking, or watching over things. Inclep prices vary considerably with quality. At a nice one, guards will stand over the entrances, sometimes even daijic are hired as additional security.

Enclep

An enclep is a healer's office. Actually, anyone who dabbles with organics, like the limilate makers, might call their offices encleps.

Mace

A mace is basically a club with spikes on the end of it. Maces are commonly 2 1/2 to 3 feet long. A mace is an acceptable weapon in public, but tends to indicate a lack of subtlety.

Morning Star

A morning star is a ball with spikes on it connected by a chain to a stick. The morning star is hard to learn how to use, and is an oddity in civilized areas. A few morning stars exist here and there but for the most part, they're owned by weapon collectors.

Staff

A staff is basically a long, properly balanced stick. It responds swiftly. Staves are excellent blocking instruments.

Thikes

Perhaps the least subtle of the Jorune weapons, thikes are gauntlet-like devices worn on the hands. Spikes jut from the fists. Treat thikes as fists when it comes to attacking, and as knives when it comes to inflicting injury to an opponent.

Sling

Slings are inexpensive, simple weapons which rely more upon skill than strength. The small projectiles thrown by slings can bring down large creatures with a hit to the head.

Spear

Spears are more commonly associated with hunters than with tauther. Although used by the peoples of Drail, spears are uncommon in Burdoth for combat purposes.

Bow

The bow is the most straight-forward launched weapon on Jorune. Injuries from arrows are usually severe. It's easy to underestimate the effect of these launched weapons. Bows are such common weapons that they carry no social stigma. They are commonly carried unstrung (stringing a bow takes about 10 seconds). Bows can be fired once per round by characters of combat skill level 2 or above with bows.

Long Bow

The long bow is enormous, usually standing taller than its user. The damage long bows can cause is phenomenal. They pierce most armors, generally killing whatever they hit. Longbows are usually left on thombos when traveling through a town; they're too big to carry around. Long bows can be fired once per round by characters of bow combat skill level 2 or above.

Cross Bow

The cross bow is a refinement on the bow which uses metal bolts instead of arrows as projectiles. Although easy to use, and accurate at close ranges, the accuracy of cross bows diminishes rapidly with

range. Cross bows take about 6 seconds to reload and bring back to the ready position. This translates to 3 rounds of game time to prepare and fire a crossbow.

One-Handed Sword

This is the most standard weapon carried in Burdoth. Although other, more violent weapons exist, the one-handed sword is acceptable as everyday dress weaponry. Although good metals are scarce on Jorune, the metallurgy is very advanced. Humans brought smithing knowledge from Earth that would probably never have developed naturally. A good sword will keep its edge a long time, requiring only minor maintenance. One-handed swords usually average 3 1/2 to 4 feet long for creatures of human size.

Two-Handed Sword

A little longer and heavier, this sword requires two hands to properly wield it (or lift it for that matter). Two-handed swords are usually reserved for specific combat, and not for walking down the streets. Punks would never be permitted to carry such weapons. It is considered inappropriate for Tauther to use two-handed swords.

Knife

A good fighting knife usually has a blade about 8" long. Although it is difficult to get in an attack with a knife against an opponent using a longer weapon, knife wounds can be just as deadly.

Axe

Axes are approximately four feet long. They are frighteningly aggressive weapons, and are uncommon. Although effective weapons, they are not as elegant as swords.

Battle-Axe

This double bladed weapon requires a two hand hold, and is one of the most powerful hand-to-hand weapons around. The wise will use these axes only in time of specific combat. They are superb when fighting mounds of creepy-crawlies, but carry a sword when strolling through towns.

Club

Basically, anything long and heavy is considered a club. You can purchase real clubs which are made out of heavy wood. Although we use the same combat rules for all clubs, regardless of their origins, think how nice it would be to own a beautiful, hand crafted basher.

Water Skin

A water skin is needed if characters plan to travel through hot, arid regions. Although water is usually available day-to-day, *better safe than sorry.*



THIVEN SWORD

CHAPTER 6

COMBAT



Combat represents some of the most concentrated action and crucial decision making in the Jorune gaming system. Tactical decisions must be made rapidly and effectively, and the outcome of these decisions can have an enormous impact on the future of a player character.

The simulation of combat is broken down into small intervals of game time called "rounds." A round is a period in which players attempt individual attacks or defense maneuvers, such as sword swings and parries. Actions like walking, talking, climbing, and running continue from round to round, but actions like swinging a sword, ducking, jumping, or blocking always happen within a round. One combat round represents about two seconds of game time, but rounds take longer to be completed by the players and the referee.

For players, the combat round consists of a series of decisions and die rolls. The success or failure of a specific maneuver is determined by the die rolls, but winning or losing in combat usually has more to do with the decisions of the player, and the type of strategies he chooses (and, of course, his opponent!).

There are three stages to each combat round:

- (1) The players roll for the initiative, or advantage.
- (2) The players roll for success on their attack and defense tactics.
- (3) If a combatant is hit, the players determine how badly he is injured.

The first roll uses a D20, and is called the "advantage" roll. It represents tactical position: things like a combatant's footing, whether he is in a good position to make a sword swing, or whether he is off balance. The higher your roll, the better your position.

Depending on a player's advantage roll, he may be able to attack or defend. The attack and defense rolls are the second stage in a round. There are several types of attacks and defensive tactics available to each combatant. Each tactic will have a different probability to succeed, and success is determined also by a D20 roll.

Finally, if a player succeeds in an attack, and the defender fails in his defense, then the defender may be injured or wounded. If the defender is wearing armor then a 2D6 roll is made to determine whether the armor will stop the blow. In any case, armor may reduce the level of injury. The extent of injury is determined by a 2D6 roll, and takes into account the type of weapon, the strength of the attacker, and the size of the defender.

There are many possibilities for injury, all of which are unpleasant to talk about. This system attempts to describe and take into account the effects of injury without being too graphic. An injury can occur to a general region of the body, such as an arm or leg, and the severity of the injury is also indicated. We do not however, attempt to describe how it looks or how it feels. Use your imagination. And use good sense in avoiding injury so your character may live happily on Jorune for many years.

Advantage

When two characters move into weapon range of each other, they may engage in hand-to-hand combat. For two players engaged in hand-to-hand combat, play proceeds as follows:

Both players make their advantage roll. If both players roll the same on a D20, then roll a D6 to break the tie. Depending on their advantage rolls, each player may have several options available. These options are represented on the following table:

Advantage Roll

1	-	5	No attack or defense possible.
6	-	10	Defensive tactics, such as a dodge or a block, are possible. Player cannot attack.
11	-	15	Player may either defend or use an attack such as a sword swing or lunge.
16	-	19	Player may attack and defend in the same round.
20			Player may attack and defend in the same round with a special bonus: all attack and defense rolls become 5 points easier.

Depending on the advantage rolls, several situations are possible. If both players roll 10 or less, then neither one may attack. The round counts as rest for both combatants, and both players immediately re-roll their advantage. This happens about 25% of the time.

The typical situation is that at least one player is able to attack. Then the other player may be forced into defending but may be able to attack later in that round.

The player with the highest advantage roll is allowed to act first. If his advantage roll is 11 or higher, then he may attack. If his advantage is 16 or higher then he can both attack and defend in the same round. If his advantage roll is 20, then he will receive a special bonus when attacking and defending: he gets to add 5 to his die roll for success. He may also ask what his opponent with the lower advantage is doing, since this may affect his strategy. His opponent must answer, but need not be specific: "I'm attacking" or "I'm defending" is enough.

If the player with high advantage decides to attack, then the player with the lower advantage must choose a response. If his advantage is 6 or greater, then he may use a defensive tactic, such as a dodge or block. If his advantage is between 11 and 15, then he may choose not to defend, but to attack later in that same round. The drawback to this strategy is that if he is hit or injured first, he may lose the opportunity to attack. When the defender has an advantage of 16 or greater, then he may defend against his opponent's attack and, assuming his defense is successful, attack his opponent immediately afterwards in the same combat round. If his advantage roll is 20, then he receives a special bonus on all attack and defense.

Occasionally the player with the high advantage may choose not to attack. This may happen when both he and his opponent have advantage rolls between 11 and 15, and his opponent has chosen to attack, regardless of the first player's strategy. The player with the high advantage must then decide whether he should attack his opponent first, or wait and defend against his opponent's attack. A player with an advantage of 16 or greater will nearly always choose to attack, since he can also defend later in the same round.

Sections marked in grey are optional. Skip over them the first time you read through.



Advantage Modifiers

Some players, because of high skill levels or injury, will have bonuses and penalties to their advantage roll. Also, some physical circumstances, such as having surprised an opponent, or having fallen, have associated bonuses and penalties. These should be taken into account when using the above table. After taking bonuses into account, an advantage of greater than 20 should count as a 20 on the table. A roll of 20 on the die always counts as a 20, regardless of penalties.

Bonuses and penalties are sometimes referred to as "plus" and "minus" to advantage. For instance, a bonus of 1 to the advantage roll might be written "+ 1 to advantage," or a penalty of 2 could be written "- 2 to advantage."

Bonuses to advantage due to skill level are listed in the skills section of the players character sheet. Players may have additional bonuses to advantage due to exceptionally high speed or agility. Penalties to advantage that are due to injury are explained below in the injury section. Penalties to advantage that are due to physical circumstances are described in the list below:

Defender is surprised:	+ 5 to attackers advantage
Defender is unprepared:	-5 to defender
Defender has fallen, Is on the ground:	+ 5 to attacker -5 to defender
Attacker is charging At full speed:	+ 5 to attacker
Defender is flanked:	+ 5 to attacker
Attacker is behind Defender:	+ 10 to attacker
Attacker is above Defender:	+ 5 to attacker
Combatants have poor Footing or mobility:	-5 to affected combatants
Low visibility: (dark)	-5 to all combatants

Hand-to-hand combat is very different from swinging at a stationary target like a tree. Swinging at something that doesn't move, you would hit almost every time. In combat, though, it is always assumed that your opponent is doing his best not to be hit—even if he is at a severe disadvantage or has fallen down. In combat one often has to wait for an opening or some opportunity to get in a good attack. This type of opportunity is represented by a high advantage roll—a roll of 11 or better. When you are being attacked, you will have to be prepared in order to parry or really effectively dodge an opponent's blow—this is represented by an advantage roll of 6 or better. Even if your advantage is less than six, you still may avoid being hit, if the attack is not good.

Since advantage rolls always come first, and determine what options a player has, they are often the most important rolls in combat. As such, even a small bonus or penalty to advantage can have an enormous effect on the outcome of a combat.

Attack and Defense

Your base chance to succeed in an attack is determined by your skill level with the weapon you are using. If, for instance, you are using a sword at combat skill level 2, a roll of 11 or better would be a "good" attack. If an attack is good, that is, your roll is successful, then you will hit your opponent unless he succeeds in his defense roll. If your opponent cannot defend, then a good attack always hits.

Similarly, your base chance to defend is also determined by your skill level with the weapon you are using. For instance, if you are using an axe at combat skill level 1, you would need a 16 or better to successfully defend. A weapon that is good for blocking or parrying blows, such as a sword, is better for defense. At skill level 2 you would need an 11 or better to defend. Note that the defense roll depends on the weapon the *defender* is using, not on the attacker's weapon.

The following table from the skills section of your character sheet is given as an example of some typical rolls needed for attack and defense.

		SKILL LEVEL										
✓ # WEAPON		0	1	2	3	4	5	6	7	8	9	10
Difficulty		0	0	0	1	1	1	2	2	3	3	3
Advantage		-1	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
Sword	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	15	13	11	10	9	8	7	6	5	4	3
2-h sword	ATT	16	14	12	11	10	9	8	7	6	5	4
	DEF	16	14	12	11	10	9	8	7	6	5	4
Knife	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	17	15	13	12	11	10	9	8	7	6	5
Axe	ATT	16	15	13	12	11	10	9	8	7	6	5
	ATT	17	16	14	13	12	11	10	9	8	7	6
Battleaxe	ATT	17	16	14	13	12	11	10	9	8	7	6
	DEF	18	16	15	14	13	12	11	10	9	8	7
Club	ATT	16	15	13	12	11	10	9	8	7	6	5
	DEF	16	15	13	12	11	10	9	8	7	6	5
Staff	ATT	15	13	11	10	9	8	7	6	5	4	3
	DEF	15	13	11	10	9	8	7	6	5	4	3
Mace	ATT	16	15	13	12	11	10	9	8	7	6	5
	DEF	17	16	14	13	12	11	10	9	8	7	6
Morn-star	ATT	19	15	8	7	6	5	4	3	2	2	2
	DEF	19	18	17	16	15	14	13	12	11	10	9
Thikes	ATT	16	14	10	9	8	7	6	5	4	3	2
	DEF	17	15	13	12	11	10	9	8	7	6	5

Where You Hit

In the basic swing against an opponent it is assumed that an attacker will take any opportunity that presents itself. If the attack is successful, the attacking player should roll 2D6 to determine what location he hit. Use the following table.

2D6 Roll	Location
2 - 3	Legs
4 - 9	Body
10 - 11	Arms
12	Head

Special Attacks

An attacker may aim specifically for an arm, leg, or the head. He may also choose a more elaborate attack, such as a thrust, lunge, or overhead swing. All of these attacks are considered more difficult than the basic swing, so a penalty is associated with each attack type. Subtract the penalty from the attacker's roll to hit. When making specific attacks, do not roll for random location.

The following table lists the penalties to the attacker for all special attack types. A dash indicates that the attack is not allowed because it doesn't make sense: such as a lunge to the arm, or an overhead swing to the leg. Regardless of penalties to the roll to hit, a 20 always counts as a good attack.

Special Attack Types:
Penalty to Attacker

	Body	Head	Arm	Leg
Swing	0	7	6	6
Thrust	3	10	12	8
Lunge	6	12	11	15
Overhead	6	9	9	12

Note that many of these attacks are very difficult: a combatant might not be able to attempt these unless he is at a very high skill level, or has a bonus due to a high advantage roll.

An attack to a specific location may sometimes be a good strategy to use if you wish to stop an opponent without killing him; a blow to the arm may disarm an opponent and a blow to the leg may cause him to fall. Even a light blow to the head can sometimes cause unconsciousness. The effects of wounds are specified below, in the section on injury.

The thrust, lunge, and overhead swing are more difficult than a simple swing, but are powerful attacks that are more likely to penetrate armor and injure an opponent.

Thrust

The thrust is a forward stab with a sword, and is more likely to penetrate armor than a swing. Add 1 to your roll for armor penetration when you use a thrust. Keep in mind that for pole arms, such as a spear or pike, the thrust is the basic attack, and a swing will not accomplish much at all.

Lunge

A combatant puts his whole body into a lunge. If a combatant is successful with this powerful attack, he can add 2 to his roll for armor penetration, and add 1 to his roll to injure an opponent. The lunge is an all out attack that sacrifices defensive posture. A combatant may not defend in the same round with a lunge, and must subtract 5 from his advantage roll the following round.

Overhead Swing

This is another powerful attack. Although it is not as likely to penetrate armor as is a lunge, it has the potential to do even more damage. If successful, add 1 to the roll to penetrate armor and add 2 to the roll to injure. As with the lunge, a combatant cannot defend in the same round, and must subtract 5 from his next advantage roll.

The following table summarizes the effects of the different attack types:

Bonuses for special attack types

Attack Type	Bonus on Roll For Armor Penetration	Bonus on Roll to Injure
Swing	0	0
Thrust	1	0
Lunge	2	1
Overhead	1	2

Advanced Strategies

The following are attack strategies which may be useful for characters of high combat skill. Characters must be combat skill level 3 with at least one weapon before such strategies can be employed.

Feints

Skilled swordsmen can attempt to deceive an opponent as to the direction and intent of their attack. This makes it difficult to successfully defend, but also increases the difficulty of the attack. This strategy is usually employed when both combatants are highly skilled, and are near perfect at standard defense.

A player must declare his intention to use a feint before rolling for success on his attack. The penalty to the attacker roll for success is 5 points, but there is also a penalty to the defender roll of 4 points. Thus, if an attacker needed a 5 or higher to hit, and the defender needed an 3 or higher to parry, a feint would bring this to an 10 or higher for the attacker, and a 7 or higher for the defender. In this case, the feint almost doubles the chance of a blow connecting.

Precise Attacks

Precise attacks are subtle attacks intended to penetrate armor and kill opponents. Although difficult to make, if such an attack succeeds, the roll to penetrate armor and the roll for injury are both increased by 3. Such attacks carry a penalty of 10 to the attackers roll for success. This makes them almost impossible for all but the most powerful warriors.

Precise attacks can be combined with any of the other hand-to-hand strategies. For example, a "precise" lunge to the body would penalize the attacker by 10 points on the roll to hit (10 for precise, 3 for a lunge, 10+3=13). If the hit is good, and the defender is unable to offer a successful defense, the 2D6 for armor penetration would be rolled and 4 would be added to it (3 for precise, 1 for lunge). If armor was penetrated, 2D6 would be rolled for the resulting wound. Five would be added to this roll (3 for precise, 2 for lunge).

Defensive Tactics

The basic defense is referred to as a dodge-block. It is assumed that a combatant is always trying to keep from getting hit, but when he is able to use a dodge-block it means that he sees his opponent's attack and is able to make specific moves to avoid it, such as parrying a sword or ducking.

A combatant must be able to back up when being attacked. If he cannot or will not retreat 1 or 2 meters, then his opponent gets a bonus of 5 points on his roll to hit. This may affect combat when a combatant is cornered, or at the edge of a cliff.

The Evade

The evade is an all-out attempt to avoid getting hit. It is a very effective defense for that round, but an evade sacrifices tactical position: a combatant can never attack in the same round with an evade, and must subtract 5 from his advantage roll the following round. An evade often involves diving one direction or another, and may take a combatant out of combat range. If a combatant chooses to jump

out of range on an evade, then it will take one extra round for the players to re-engage in combat. This may give a combatant time to stand up, or run away. Additionally, there is a chance that a combatant may fall on an evade. The following table from the combat skills section illustrates the rolls for success at various skill levels for the evade. The first number at each skill level is the number required on the D20 to evade successfully. The number directly below is the number at which the defender falls during an evade. Even if the combatant falls, he avoids getting hit.

Using a Shield

The number needed for a shield to block an attack is the same as "defending with no weapon" -2. Shields can be used with Advantage rolls of 1 through 5. Shields penalize a character's advantage by 1 point due to their bulk. Shields cost 500 gemules and have an availability listing of uncommon.

Armor Penetration

If a blow connects, and the defender is wearing armor, then the attacker rolls 2D6 to determine whether he penetrates armor. The Size Modifier and Strength of the attacker will modify this roll.

To the 2D6 die roll for armor penetration, add the attacker's Attack Bonus and any *special attack* bonus. We list below the Size Modifiers of various races:

Race:	Size Modifier
Muadra	-1
Human	+0
Crugar	+0
Woffen	+0
Boccord	+1
Bronth	+2

In our description of Strength, we defined a player's Attack Bonus as his Size Modifier plus his Strength Bonus. The Size Modifiers we have just listed. Below we list the possible Strength bonuses:

Strength:	Strength Bonus
3 - 7	-1
8 - 16	+0
17 - up	+1

Use the table below to determine whether a blow from a particular weapon penetrates armor. If an attacker's modified 2D6 roll is equal to or greater than the number on the table, then the blow will injure his opponent. The Attack Bonus is added to the roll. Special attack bonuses are added to the roll.

	Sword	Axe	Club	Spear			
	2-Sword	B-axe	Staff	M-Star			
	Knife	Halberd	Rock	Thikes	L-bow	Bow	Kick
		Sling	Teeth	X-bow			
Leather	7	6	6	7	5	6	8
Mail	8	7	6	7	5	6	9
Carapace	9	7	6	7	6	7	10
Grunder	9	8	7	8	6	8	9
Bed	9	9	9	8	7	9	10
Thail	10	9	9	9	8	10	10

2-Sword—Two handed sword
M-Star—Morning Star
X-Bow—Cross Bow

B-Axe—Battle Axe
L-Bow—Long Bow

Even when armor is penetrated, the armor may reduce the level of injury. *Always subtract 1 from the roll to injure when a defender is armored.* Heat and cold damage (such as blasters, dyshas, etc.) always penetrate armor, but still subtract one point from the injury roll.

Wearing Armor

Armor only protects where it is worn. For armor, we divide the body into the same locations as for the special attacks: the body, the head, arms, and legs.

Body armor usually consists of protective padding or plates covering most of the body; from the shoulders to the mid-thigh. This armor can stop most attacks to the body, but does not affect attacks to the arms, legs, or head.

Most armor on Jorune has a very practical design, often consisting of overlapping pads designed to deflect blows but allow freedom of movement. Light armor of this variety will not seriously affect speed in combat, but heavy armor carries an advantage penalty of 1.

An example of light armor is leather armor: large, overlapping pads of cured and lacquered leather. The pads move freely and can absorb shock and deflect blows. Leather armor is sometimes finely tooled. It requires maintenance and cleaning and can be very expensive.

Mail armor is similar to leather armor, but with many strips of somewhat flexible metal woven and linked into the pads. It can allow the same freedom of movement that leather does, but its weight carries an advantage penalty of 1. Mail armor is very expensive and requires a lot of maintenance.

Head armoring may consist of a leather, mail, or metal helm. Full face helmets are not used on Jorune. Head armoring can stop swings and blows to the head, but does not affect jabs towards the face, such as thrusts and lunges.

Arm and leg armoring consists of padding and protection such as grieves, heavy boots, and heavy gauntlets. It can stop attacks to the arms and legs, but inhibits movement, and carries a penalty of 1 to advantage.

Advantage penalties associated with armor

Heavy Armor: -1 to encumbered combatant
(Mail, Grunder, Thailierian)

Armor covering: -1 to combatant
arms, legs, or both covered:

Injury and Wounds

When a character is hit in combat, he may be injured or wounded. We classify injury according to body location and severity. For each area of the body, there are five levels of injury or wounds:

(1) Superficial wounds. These hurt and will slow down a combatant. Bruises and cuts are examples of superficial wounds.

(2) Minor wounds. These wounds are serious enough to impair movement and really slow down combatants. Really hard knocks and deep cuts are examples of minor wounds.

(3) Major wounds. These wounds can severely disable a combatant. Fractures, deep gashes or puncture wounds are examples of major wounds.

(4) Critical wounds. A person with a critical wound is in critical condition, will be completely immobile, and will die without prompt medical attention.

(5) Death/Sever. This would indicate that the body or a limb has been completely destroyed, with no chance of recovery. Examples in this category would be an arrow through the heart, or a severed arm.

Roll for Injury

When a blow connects in combat, the attacking player rolls 2D6 to determine the level of injury. The severity of injury will depend on the attacker's weapon, and will be modified by the size and strength of the attacker and the size of the defender. Bonuses can bring this roll above 12. If a penalty brings the roll below 2, then the attack had no effect.

Use the table below to determine the severity of wounds according to weapon type.

	TWO HAND				BATTLE				
	SWORD	SWORD	KNIFE	AXE	AXE	CLUB	STAFF	MACE	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	↓	MINOR	↓	↓	↓	4
5	↓	MINOR	↓	MINOR	↓	↓	↓	↓	5
6	MINOR	↓	MINOR	↓	MAJOR	↓	↓	↓	6
7	↓	MAJOR	↓	↓	↓	MINOR	↓	MINOR	7
8	MAJOR	↓	MAJOR	MAJOR	↓	↓	MINOR	↓	8
9	↓	↓	↓	↓	CRIT	↓	↓	MAJOR	9
10	CRIT	CRIT	CRIT	CRIT	↓	MAJOR	↓	↓	10
11	↓	↓	↓	↓	DEATH	↓	MAJOR	CRIT	11
12	DEATH	DEATH	DEATH	DEATH	↓	CRIT	↓	↓	12
13						↓	CRIT	DEATH	13
14						DEATH	↓	↓	14
15							DEATH	DEATH	15

	MORNING								
	STAR	THIKES	SPEAR	PIKE	HALBERD	PUNCH	KICK	BITE	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	↓	↓	↓	3
4	↓	↓	↓	↓	MINOR	↓	↓	↓	4
5	↓	↓	↓	↓	↓	↓	↓	↓	5
6	↓	MINOR	MINOR	MINOR	MAJOR	↓	↓	↓	6
7	MINOR	↓	↓	↓	↓	↓	↓	MINOR	7
8	↓	MAJOR	MAJOR	MAJOR	↓	↓	MINOR	↓	8
9	↓	↓	↓	↓	CRIT	MINOR	↓	MAJOR	9
10	↓	CRIT	CRIT	CRIT	↓	↓	↓	↓	10
11	MAJOR	↓	↓	↓	DEATH	↓	MAJOR	↓	11
12	↓	DEATH	DEATH	DEATH	↓	MAJOR	↓	CRIT	12
13						↓	CRIT	↓	13
14	CRIT					CRIT	↓	DEATH	14
15	DEATH					DEATH	DEATH	↓	15

Wolves are considered normal on this bite table.

Humans are -2 on their roll to bite.

To the 2D6 die roll for injury, add the attacker's Attack Bonus, and subtract the defender's size number. We list below the Size Modifiers of various races:

Race:	Size Modifier
Muadra	-1
Human	+0
Crugar	+0
Woffen	+0
Boccord	+1
Bronth	+2

There can be several modifiers to the roll to injure. As with armor penetration, there are modifiers for the defender's size and strength. Additionally, the defender's size modifier should be subtracted from the roll to take into account his larger size and resistance to injury. If the modified roll is less than 2 or greater than 12 then it becomes a 2 or a 12.

THE EFFECTS OF WOUNDS

	Arm	Leg	Body	Head
Superficial	-1 to advantage until rested.	Defender may fall if running. Roll 3D6 lower than Agility not to fall. -1 to advantage until rested.	-1 to advantage until rested.	Defender may fall unconscious. Roll D6 for knock out. 6 will be knock out. Add 1 to roll for club, fist, etc. Add 1 if stamina less than 1/2. Unconsciousness lasts D20 seconds. -1 to advantage until rested.
Minor	Defender may drop what he is holding. Roll lower than strength on 3D6 to hold on. -2 to advantage until treated.	Defender falls. -2 to advantage until treated.	No attack this round. -5 to advantage next round. -2 to advantage until treated.	Defender may fall unconscious. Roll D6 for knock out. 3 thru 6 will be K.O. Add 2 to roll for club, fist, etc. Add 1 if stamina less than 1/2. Unconsciousness lasts D20 minutes. -2 to advantage until treated.
Major	Defender will drop what he is holding. Defender cannot use arm until healed. -4 to advantage until treated.	Defender falls. Cannot get up. Cannot use leg until healed. -4 to advantage until treated.	Defender falls. Roll a D6 every round afterwards. On a roll of 1 the defender falls again. -4 to advantage until treated.	Defender is unconscious for D20 hours. -4 to advantage until treated.
Critical	Defender cannot use arm for a long time. Also counts as a major wound to the body.	Defender falls. Cannot use leg for a long time. Also counts as a major wound to the body.	Defender falls. Will go unconscious soon. Will die in a few minutes.	Coma for D20 days.
Sever or Death	Arm destroyed or severed. Also counts as critical wound to the body.	Leg destroyed or severed. Also counts as critical wound to the body.	Death.	Death.

Pulling a Swing

It is always possible to "pull" a swing to reduce potential injury. The attacker should tell the referee what is the maximum injury he will inflict: sup, minor, major. A roll of 12 will move even a pulled swing into the next highest category.

There are some situations where a player character could get in a lot of trouble for killing someone. In these situations it may be a good idea to pull one's swings.

Falling Down

When a defender falls to the ground it may be difficult for him to get up. The defender will have an advantage penalty of 5, the attacker will have a bonus of 5. Being on the ground means that a combatant is not fully standing, but if his advantage roll is high enough, he may still attempt some attack and defense maneuvers. Attacks such as lunges, swings to the head, and overhead swings are not possible from the ground. A swing to the leg or body, however, might be feasible.

If a combatant attempts to stand back up while being attacked, his opponent receives a bonus of 5 on the roll to hit. While attempting to stand, no attack or defense maneuvers may be attempted. It is often better for a combatant to wait until his opponent rolls a low advantage that allows him to stand up without fear of being attacked.

This will not happen very often though, because of his opponent's advantage bonus.

Cumulative Effects of Wounds

Wounds have a cumulative effect on advantage. A person with both a minor and superficial wound would have a net advantage penalty of 3. Bludgeon attacks such as clubs and fists have a high shock value. Double the advantage penalty due to wounds from bludgeon type blows.

Wounds also have a cumulative effect on *stamina*. Stamina is a number that is normally equal to a character's Constitution. When a combatant is wounded and has advantage penalties due to wounds, his stamina is lowered by a number equal to twice his total advantage penalty due to wounds. When a combatant's Stamina reaches zero, he falls to the ground and cannot get up. He will lose consciousness unless he can roll lower than or equal to his Constitution on a 3D6 roll. If a combatant has lost stamina points equal to twice his Constitution, he dies from shock.

Creatures who have taken serious wounds will generally die if left alone. On the other hand, opponents who are out on the ground with major and critical wounds are not yet dead. It is usually a simple matter to walk over and kill them if you really want to. This is not an attack. It is an execution.

The Force of Blows

Even if a blow does not penetrate armor, the force of a blow may knock a combatant off balance. Roll for injury even if there is no penetration. Taking into account all modifiers, including the -1 for armor, if the defender would have suffered a minor wound, then he

will be -5 to advantage next round, but with no lasting injury. If the injury would have been a major or worse, then the defender will fall (for a hit to the body, leg, or head) or drop his weapon (for a hit to the arm), but will suffer no lasting injury.

Example I

A town was burning on the Temantro border, and crugar raiders were scouring the countryside. . .

Healfdene was wounded — not badly, but it was slowing him down on his left side, and the crugar was taking advantage of that. His dead mare lay nearby in the dust. Two crugar traded their lives for that mount, he thought. The third was now facing him—a single-minded devotee to crugar vengeance. They were circling slowly—Healfdene knew what he was up against, while he was losing blood, the crugar bided his time for the attack. . .

A tough situation for Healfdene, but typical of hand-to-hand combat on Jorune. We're jumping into the middle of a combat situation here. Healfdene has vanquished two crugar opponents, but has taken a minor wound to the body in the process. He now faces the third. Healfdene is a veteran—a boccord at combat skill level 6. He is using a sword and is wearing leather armor. His opponent is a crugar—brave and agile, but less experienced than Healfdene: combat skill level 2, but with a natural +1 to advantage because of his agility. The crugar is also using a sword but is unarmored.

ROUND 1

Both combatants roll advantage. Healfdene has a bonus of 2 because of his skill, but the minor wound gives him a penalty of 2, giving him no net advantage bonus. The crugar has an advantage bonus of 1 for his agility. The player for Healfdene rolls a 12. The referee rolls a 5, adjusted up to 6, for the crugar.

Healfdene's advantage allows him to go in for the attack. He chooses a straight swing to the body. With his sword, he needs a 7 to succeed (combat skill level 6). He rolls 14, a good swing. The crugar's advantage roll allows him to roll for defense, he is also using a sword, and needs an 11 to succeed. The crugar rolls a 13, parrying the blow.

ROUND 2

Healfdene's advantage roll is 7. The crugar's advantage roll is 8, adjusted up to 9. Neither can attack this round—they continue to circle.

ROUND 3

For advantage, Healfdene rolls a 9. The crugar's advantage roll is 19. With a bonus of 1, this moves up to 20—the crugar will have a bonus of 5 on his roll to hit. The crugar is out-sized, and will need a powerful attack to stop Healfdene: he chooses an overhead swing to the body. This strategy gives him a penalty of 6. The crugar's basic to hit is an 11; with a bonus of 5, and a penalty of 6, he needs a 12 to hit. The crugar's roll is a 13, a good swing. Healfdene can defend: his basic for defense is a 7; he rolls a 10, blocking the swing.

ROUND 4

Healfdene's advantage roll is a 15, good for attack. The crugar's roll is a 7. The crugar has a bonus of 1, but because of his overhead swing last round, a penalty of 5: this brings his advantage down to 3—he cannot defend against Healfdene's attack. Healfdene goes for another swing to body. He needs a 7, and rolls a 9, a good connect! The crugar is unarmored. Healfdene rolls for injury with 2D6: he rolls a 5, but adds 1 because of his size, this inflicts a minor wound to the body for the crugar, who is approximately human-sized. The crugar now has a penalty of 2 to his advantage. He will have an additional penalty of 5 to his advantage next round due to the force of the blow.

ROUND 5

The crugar's advantage penalties add up to 7 for this round, but he rolls a 20, which counts as a 20 in any case. This gives him a bonus of 5 to attack. Healfdene's advantage roll is a 14, good for attack, but he thinks it's a better idea to defend against the crugar's onslaught this round.

The crugar's attack is a lunge to the body. This has a penalty of 6. His advantage at 20 gives him a bonus of 5, so he needs a 12 to hit. He rolls an 18, a good attack. Healfdene attempts to parry the lunge. He needs a 7, but rolls a 3; the crugar connects! Healfdene is wearing leather armor, so a roll must now be made to determine armor penetration. The crugar's lunge gives him a bonus of 2 on this roll, so he needs only a 5 to penetrate. The crugar's roll is an 8, penetrating the armor. Now a roll is made to determine injury. The crugar's roll is a five; he adds 1 for the lunge, but subtracts 1 for Healfdene's size. Subtracting one more for his armor, this becomes a 4. This is only a superficial wound—it won't stop Healfdene.

ROUND 6

Healfdene's advantage roll is a 17. The superficial brings this down to a 16—still an attack advantage. The crugar's roll is 13, but he has a penalty of 2 for the minor wound, and a penalty of 5 because of his lunge last round, bringing it down to a 6.

Healfdene takes another swing. He needs a 7, and rolls an 11 for a good attack. The crugar tries to block; he needs an 11 for success, but his roll is a 9. Healfdene's blow connects. Healfdene rolls an 8 for injury. Adding 1 because of his size, this becomes a 9—a major wound for the crugar. The crugar falls to the ground.

Badly wounded, the crugar doesn't try to get up. Having seen enough carnage for one day, and still bleeding heavily himself, Healfdene walks towards his dead mare. . .

Range Combat

Range combat is not unlike hand-to-hand combat. The advantage system remains unchanged, but with a few additions. The roll to hit depends upon the distance to the target, the attacker's "range" skill level, and upon the weapon used.

Types of Range Attacks

There are two different types of range attacks: thrown and launched. Thrown weapons are like spears, knives and rocks. Launched weapons include bows, orbs and bolts, and energy weapons.

Range combat is a little different from hand-to-hand combat. Here are the basic changes:

- (1) The minimum advantage needed to attack in range combat is a 6.
- (2) The numbers needed "to hit" on a D20 are on a table of weapon versus range.
- (3) Characters have a skill level associated with each type of range weapon: thrown and launched.
- (4) The roll to hit is modified by numbers on the "skill at weapon" table.
- (5) There are different penalties for aiming at the various body locations.

Advantage in Range Combat

Unlike the requirement in hand-to-hand combat, characters need only a 6 or higher to attack with a range weapon. Advantages lower than 6 indicate poor alignment with a target. As before, the bonus of 5 still exists for characters who manage a 20 advantage, and a "natural" roll of 20 is treated as a 20, even if there are penalties to advantage. The following table displays a combatant's options based upon an advantage roll.

Advantage Rolls for Range Combat

Advantage Roll

- | | |
|--------|--|
| 1 - 5 | No defense possible. Attacks at -5 to hit if first round of aiming. |
| 6 - 19 | Player may launch an attack. Evades are possible. |
| 20 | Player may launch an attack or attempt to evade, either with a special bonus of 5. Attacks rolls and defense rolls each become 5 easier. |

The Range Evade

The evade is the only defense maneuver available to those defending against range attacks. For the chances of success against thrown weapons, use the number listed for "Defend with no weapon" on your character sheet. There is a penalty of 5 when defending against bows, cross bows, and dyshas, and a penalty of 10 for energy weapons. Characters fall on even rolls.

Roll to Hit

The following table lists the numbers needed on the attacker's roll for success (using a D20). Roll equal to or greater than the number shown for a good attack. Reduce the number you need by your skill level modifier (described below). Also add the Size Modifier of the defender.

Three numbers, to describe stationary, moving, and running targets at each range with each weapon.

Stationary, Moving, Running						
METERS						
Weapon	2-5	5-10	10-20	20-35	35-50	
T-Knife	2,4,6	5,8,12	12,15,18	18,24,30		
Spear	2,4,6	5,7,10	9,11,14	13,18,20	18,25,30	
Sling	2,4,6	4,6,9	13,16,20	20,26,-		
Bola	2,4,6	4,6,9	11,13,16	16,22,26	22,27,38	
Rock	2,4,6	4,6,9	11,14,17	17,23,28	24,30,40	
METERS						
Weapon	0-3	3-10	10-25	25-50	50-100	100-200
Bow	2,4,6	3,5,7	5,7,10	9,11,15	15,19,24	22,28,32
Long bow	3,5,7	3,5,7	5,7,10	9,11,15	14,18,23	20,26,30
Cross bow	2,4,6	3,4,6	4,6,10	8,10,14	14,18,23	22,28,32
Dyshas	2,3,5	3,4,7	4,6,12	8,11,15	15,19,24	21,27,31
Pistols	2,3,5	3,4,7	4,6,10	8,10,14	13,17,22	18,24,28
Rifles	2,3,5	3,4,7	4,6,10	7,9,13	10,13,18	14,18,23
METERS						
				Maximum		
Weapon	200-500	500-1000	1000-2000	Range	Pistol, Rifle	
Bow	28,34,40	-	-	Blaster	150,1200	
Long bow	24,30,36	-	-	Laser	750,2000	
Cross bow	29,36,42	-	-	Field Ram	150,800	
Dyshas	27,34,40	-	-	Stunner	75,400	
Pistols	23,30,37	30,37,45	-	Pulsar	75,400	
Rifles	18,24,30	24,32,38	32,38,46			

From the number needed to hit, subtract the attacker's skill level on the following table. Characters with no specific training in a weapon are considered skill level 0. Aim raises this for launched weapons.

SKILL LEVEL											
# WEAPON	0	1	2	3	4	5	6	7	8	9	10
Dif	0	0	0	1	1	1	2	2	3	3	3
Advantage	-4	-2	+0	+1	+2	+3	+4	+5	+6	+7	+8
Knife	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Spear	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Bola	+10	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Rock	+5	+2	+0	-2	-4	-5	-6	-7	-8	-9	-10
Bow	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Long Bow	+8	+5	+3	+0	-2	-4	-5	-6	-7	-8	-9
Cross Bow	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10	-11
Dyshas	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Pistols	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10
Rifles	+8	+5	+0	-2	-4	-5	-6	-7	-8	-9	-10

Body Locations

Below are the penalties to the attacker's roll to hit, for targets other than the body of the defender.

Body	0
Leg	5
Head	7
Arm	9

Roll to Injure for Range Weapons

Use the following table to determine the level of injury from range attacks. Subtract the defender's Size Modifier from your 2D6 roll. Add the attacker's Attack Bonus for all range attacks except for energy weapons and dyshas.

	Bow	Long Bow	Cross Bow	Rock	Sling	Blaster	Laser	Field Ram	
2	SUP	SUP	SUP	SUP	SUP	SUP	SUP	SUP	2
3	↓	↓	↓	↓	↓	MINOR	↓	↓	3
4	↓	MINOR	MINOR	↓	↓	↓	MINOR	↓	4
5	MINOR	↓	↓	↓	↓	↓	↓	MINOR	5
6	↓	MAJOR	MAJOR	↓	MINOR	MAJOR	↓	↓	6
7	MAJOR	↓	↓	↓	↓	↓	↓	↓	7
8	↓	↓	↓	MINOR	↓	CRIT	MAJOR	↓	8
9	CRIT	CRIT	CRIT	↓	↓	↓	↓	MAJOR	9
10	↓	↓	↓	↓	MAJOR	DEATH	↓	↓	10
11	DEATH	DEATH	DEATH	↓	↓	↓	CRIT	↓	11
12				MAJOR	CRIT	↓	↓	↓	12
13				↓	↓	↓	DEATH	CRIT	13
14				CRIT	DEATH				14
15				DEATH				DEATH	15

Treat the damage of a field ram as bludgeon damage.

Aiming

Characters can increase their chance of hitting by spending time aiming. Each round of aiming reduces the roll to hit by 2 points. After having aimed for a while, additional aiming will be of no benefit. Listed on the table below is the number of worth-while rounds of aiming possible for each type of range attack.

Each round of aiming provides a bonus of 2 points.

Weapon	Rounds of Aiming Before Making Attack
Thrown	1
Dyshas	2
Bows	3
Pistols	4
Rifles	6

Precise Range Attacks

In range attacks, precise attacks carry a penalty of 10 to the attacker's roll for success. They increase the roll to penetrate armor and the roll to injure by 3 points.

Dyshas in Combat

All orbs and bolt are considered range attacks. Directing orbs and bolts involves more aim than Isho skill, and is considered a skill in range combat. To determine the injury incurred from dyshas, see the effect tables in the chapter on dyshas.

Example II

In a small town near Temantro . . .

Ralic the caji had insulted his friend Healfdene for the fourth time that morning, with another crude joke about Boccord lifestyles. Healfdene tells him to come off it, but today is a bad day for Ralic, and he just can't quit. Losing his temper, Healfdene finally takes a swing at Ralic. But Ralic, subconsciously prepared for such an eventuality, dodges out of the way, throwing out a remark about his friend's poor aim.

A slight altercation between friends, this is not a very hostile situation. But still, Healfdene's and Ralic's actions can be simulated with the Jorune combat system.

For this first interaction, Healfdene had an advantage roll of 11—adjusted up to 12 because of his skill, and Ralic had a 19. Ralic however, has no intention of attacking Healfdene, and just chooses to jump aside. Healfdene, on the other hand, isn't swinging hard at Ralic—he's just trying to give him a good nudge (he can declare beforehand that he is limiting his swing to a superficial blow only, or no damage at all, for that matter). For a swing with his fist, Healfdene would only need a 6 to connect. He rolls a 17. But Ralic evades, and rolling a 12, is missed entirely.

Ralic's evade has put him out of range of Healfdene. Now, a couple of rounds pass with Ralic still throwing taunts. Healfdene is at the end of his rope. . .

Healfdene, picking up a piece of nearby lumber, prepares to hurl it at Ralic, who by now has skipped well out of swinging distance. Ralic, suddenly worrying that his friend can, in fact, throw such objects with near deadly accuracy, decides to head this one off. Going a little overboard, Ralic casts a "Stiff" orb towards Healfdene, causing the unprepared Boccord to drop the plank he is holding.

Throwing a piece of lumber would be a simple range attack for Healfdene—he would only need a 4 to succeed, assuming he was really trying to hit. Ralic, rather than ducking, chooses a more controversial response. Healfdene isn't really expecting a dysha, so this gives Ralic the advantage of surprise: a bonus of 5 to his advantage roll of 12 bringing him to 17. Healfdene only has an advantage of 9—enough to throw the board, but not within 5 of Ralic's advantage, giving him no time to respond.

Ralic's aim with dyshas would allow him to hit a moving target at 5 meters with a roll of 5 or better. Ralic hits easily with a roll of 16, causing Healfdene to drop the board he is holding.

Quickly recovering, Healfdene proceeds to charge Ralic. Unable to stop the assault, Ralic is picked up and thrown several yards; at this point Healfdene holds off a bit, hoping to stop things before someone gets hurt. But Ralic, landing easily using his "Tumble" Dysha isn't about to quit, and starts sending half-strength "Power Orbs" towards his friend in quick succession. Prepared for the game this time, Healfdene starts interfering with them, one after another. This is taking an enormous amount of concentration on Healfdene's part, which starts the caji laughing.

The round after dropping the plank, Healfdene rolls an advantage of 18. Ralic, on the other hand rolls a 3—he will have no time to launch dyshas. Knowing it's almost useless to try to run from a boccord, the caji stays put. Healfdene will be on him in 1 round.

Healfdene's charge gives him a bonus of 5 to advantage. He rolls an 11, which becomes a 16. Ralic's advantage roll is 5—he is in no position to stop the boccord.

Picking up an opponent to throw him is considered a grappling attack. Healfdene only needs a 6 to succeed, and he rolls a 14. Throwing an opponent is something one can only do when he has an enormous size advantage. But Healfdene is a 7'3", 300 pound boccord, and Ralic doesn't weigh much over a hundred pounds. Healfdene is able to throw him quite a few feet. Both Ralic and Healfdene knew he wouldn't really hit the ground, and the "tumble" dysha is no problem for the caji. A couple of rounds later Ralic is back on his feet, and is starting to launch "Power Orbs" at Healfdene—unless Healfdene is dodging, Ralic needs only a 2 to hit at this range (approximately 6 meters). Healfdene instead attempts to interfere with the orbs. His skill at interference is high for a boccord, and Ralic is giving him time to deal with them individually. Healfdene needs only a 5 or better to interfere, and succeeds in stopping 3 orbs in a row.

Healfdene, having had more than enough of this game, breaks into another charge. Ralic doesn't want to take another tumble, dyshas or no dyshas, and decides to distract his friend with one of his specialties: the "lightning strike." Unfortunately, Healfdene is caught completely off-guard by this one—he is sent flying back two or three yards with his clothes smoking. Suddenly panicked by the idea that he has gone too far, Ralic rushes up to his friend, who is out cold and still smoldering—in desperation, he applies the "healer" dysha. . . .

When Healfdene starts into his second charge, he has an advantage of 10; Ralic has an advantage of 14. Assuming Ralic's dysha would be yet another "power orb," Healfdene ignored it. Little did he know. . . .

Against a boccord-sized creature, the "lightning strike" dysha will throw an opponent about 2 meters, with some pretty nasty burns. Ralic probably didn't expect it to hit. In any case, the "healer" dysha can accomplish quite a lot in a very short time.

Movement in Combat

Hereto we have discussed only the simple situation where two combatants are facing each other with weapons of roughly equal length. Situations where combatants are not facing each other, or are using weapons of different length, become more complex. We introduce three new concepts into our system.

- (1) Range in hand-to-hand combat
- (2) Unusual Maneuvers (climbing, swinging, etc.)
- (3) Pursuit

The Three Ranges in Hand-to-Hand Combat

The system considers there to be three approximate ranges in combat. (1) close in, for fists, knives, etc. This assumes less than 2 meters of separation between combatants. (2) sword range assumes a separation of about 2 meters between combatants. This is the most typical separation. Swords, axes, and clubs are usually used at this range. (3) pole arm range assumes a separation of 3 to 5 meters between combatants. Pikes and halberds are pole arms. A combatant can only use a weapon if he is at the proper range to use it. For instance, a person with a knife could not attack an opponent armed with a sword unless he could somehow get past the sword. Similarly, if a combatant with a knife is close in on an opponent with a sword, the sword won't be of much use for attack or defense.

Shorter weapons can be used for defense even if out of range. For instance, a sword could be helpful in parrying a pike.

It is generally difficult to attack an opponent that has a reach advantage. For instance, a combatant with a sword versus an opponent with a pike. The combatant with a reach advantage will want to stay back where he can use his weapon but not be attacked.

The Advance and Withdraw Maneuvers

Trying to move in on opponents that have a reach advantage is considered an attack in itself, and is called the "advance." The advance is treated as any other attack, but involves no roll to injure. Moving

towards opponents with a reach advantage without using an advance opens one's self to attack. In this case the combatant with the reach advantage would receive a bonus of 5 to his advantage roll and his roll to hit, and his opponent would get no defense roll. If a combatant is successful in an "advance," then he will be at a range where he can use his weapon but his opponent cannot. For instance, if a person with a knife could advance against an opponent with a pike, the opponent would not be able to use the pike. He could, of course, drop the pike and draw a knife (this would take one round), or he could attempt a defense maneuver to pull back from his opponent. The defense against the advance is called the "withdraw" and can only be used when the defender has a place to back up to. (this requires a minimum advantage of 6). A withdraw can be attempted instead of a standard defense every round that a combatant is engaged. It is easier to advance on an opponent who cannot back up. As with standard defense, an opponent who cannot or will not back up a couple of meters gives the attacker a bonus of 5 on his roll for success.

The advance and withdraw are two examples of attacks that involve movement in combat. A third example is the "flank." This attack is used when two or more combatants are attacking a single opponent. If a combatant is successful with this maneuver, his opponent is flanked. A combatant will have an advantage bonus of 5 when combatting a flanked opponent. If there are 3 or more attackers against a single opponent, then a series of two flanks will put one attacker completely behind the opponent, giving the attacker a bonus of 10 to advantage in subsequent rounds.

The "withdraw" is also the defense against the flank, and can be executed any time during or after the flanking maneuver.

Unusual Maneuvers

Situations may arise when a player wants to attempt things like jumping, climbing, swinging on a rope, etc. while in combat. You may not attack while involved in such things, and you may not use any defensive maneuvers. Anything that is reasonable for people to do may be attempted during combat, and it may take good judgement on the part of the referee to manage such situations.

Pursuit

Often, a losing combatant may want to run away. Being pursued and mowed down by attackers isn't a very pretty end, but it happens on Earth, so I suppose it happens on Jorune as well.

The defender generally has an advantage when running away, and usually succeeds in this attempt unless his attacker is a good bit faster. It is assumed that the defender gets a head start when breaking away from an attack, maybe around 4 or 5 meters. In general, the defender cannot dodge a blow and run in the same round. If his advantage roll is higher than his attacker, he can run away before the attacker gets in a swing.

Characters being pursued travel at their top speed. A character's Speed characteristic tells how fast a character can sprint in meters/round (a round being 2 seconds long). It takes one round to get up to full speed, so halve the character's speed for the first round of pursuit.

Over open ground, if the attacker has a speed advantage, he will eventually catch the defender. You can use the following system to determine when and if the defender will be caught:

Take the attacker's speed in meters per round, subtract the defender's speed. This is the rate at which the attacker will gain on the defender. Assume the defender gets a head start of 5 meters. To be realistic, add at least 2 meters/round to the defender's speed because he is being pursued.

When the defender is caught, the attacker will get free swings at the defender until he stops to dodge or block.

Many factors can slow players down. In general, anything that gives a penalty to the advantage roll, such as heavy armor or injury, reduces a player's speed by 2 meters per round for each point of

advantage penalty. A leg injury will really slow people down, if they are able to run at all.

Note that top sprint speeds can't be maintained very long: only about as many rounds as the character has Stamina points. After this, the character is reduced to about $\frac{2}{3}$ speed. This type of running can be maintained several minutes or several hours, depending on the encumbrance and condition of the characters. How many miles can you run? Be realistic.

When the pursuit is not over flat ground (rough terrain, woods, city streets and alleys) the situation becomes a good bit more complicated. Everyone is slowed down. Obstacles are more likely to work in favor of the defender. These scenarios can become too difficult to deal with using simple rules. It is important that the referee use good judgement in calling situations such as this.

Note that these rules can make it fairly difficult to run down someone and kill them. This is sort of what we had in mind.

Mounted Combat

Thombos

Rule one is that you can't fight from the top of a normal thombo. Its worse than fighting from a mule. Thombo can be trained, with much difficulty, to tolerate combat, but otherwise they will either bolt or be very uncooperative. Some range combat may be possible from thombo-back, but as with all mounted range combat, you will have a penalty of 5 to all rolls to hit due to unstable platform.

Horses

You can fight from atop a horse, that is trained for battle, assuming you are using a weapon at least as long as a sword. Because of their height advantage mounted combatants attacking opponents on the ground get an advantage bonus of +5.

Keep in mind is that it is possible to attack a horse, and that the horse can defend itself.

A mounted charge can be a very effective attack against unmounted opponents, giving the attacker an advantage bonus of 5 for the charge and 5 for the height advantage, giving a +10 advantage!

Bochigon

Bochigon are large, dangerous mounts: analogous to riding a war-elephant. Very long weapons such as pole arms may be used from atop a bochigon. Bochigon are dangerous adversaries themselves, and may sometimes attack your opponent as well.

Two or More Combatants vs. One

A combatant that is being attacked by two opponents is in a tight spot. He will want to attack both opponents, but may have to defend against both opponents attacks. Often he will have to choose which opponent's attack to defend against. The roll for advantage has a slightly different interpretation for combatants being attacked by two or more opponents. The single defenders options will be:

Advantage Roll

1	-	5	No attack or defense
6	-	10	One attack or one defense
11	-	15	One attack or two defends possible
16	-	19	Two attacks, one attack and one defend, or two defends are possible
20			Same as above, but with bonus of 5 on all rolls for success

Managing Combats with Several Combatants

It may be important to keep track of where everyone is during a large combat, so you might want to lay out a scene using some sort of tokens, such as miniatures. Combatants that are within weapon range of each other and have approximately the right facing can attack each other, with the attacks taking place in the order of advantage roll, from highest to lowest. Defenses against attacks, where possible, take place immediately after the attacker's roll.

Some Advice

It should be emphasized that combat is often an interpersonal conflict, and while there will usually be a winner and a loser, most combats will not end in death. A severe and painful wound, or simply the realization that one has no chance of winning, is usually enough to stop most people. There are exceptions to this in wartime and in fights against non-intelligent life. Keep in mind, though, that in Burdeth, at least, a fight, even with deadly weapons, is one thing, but several murder raps is quite another. Jorune is not an entirely civilized place, but some governments try to impose law and order in their territories, and one who participates in criminal activities will be treated as a criminal. This can be bad for citizenship.

Law and Order

As a piece of advice for those who plan on streetfighting on Jorune: If you get in a fight with someone, it might be a good idea to let him get away walking (or at least crawling) if there are any witnesses. The chance that he'll come back after you is usually slight—you'll have a lot more to fear from his friends and family (if he has any) if you kill him. Plus, even in the most barbaric regions of Jorune (such as the Temantro border), if you kill a man, you may be, at the very least, responsible for disposing of the body, something you probably would rather not do. If the town has any law & order, or if he has any friends, things get even more difficult. In a major city, you'd be lucky not to hang for murder, if your victim was of any importance or social standing.

Morale

Morale in combat is very important, especially for non-player characters. Very few people (or animals) fight to the death, and when someone is hurt in combat, or even just seems to be losing, he may try to get away if he can. For instance, a simple street ruffian is usually not interested in a fair fight, and will often run away if you hit him pretty hard—even if the injury is only superficial. It's the same with a dog in the street—a good kick will send him running. An exception to this is when an opponent is cornered and can't escape, or is backed up by several friends—as with gangs of ruffians or packs of dogs. Such situations can become very dangerous for all those involved.

A rough measure of morale could be how much an opponent is willing to suffer before he runs or surrenders. While cowards and street scum may bolt in the face of a decent blow, a willing opponent in a barfight might be willing to put up with superficial wounds, as long as they're not permanent. Veterans may be able to deal with minor wounds if they can still fight. In general, a major wound will take anybody out of action. If given the choice, only a berserk would continue to fight against superior odds when he is seriously wounded. It's kind of like asking to be killed.

You make all the decisions for your player characters on Jorune. But remember, if you can't win, don't make things worse by being killed. If better alternatives are available, take them.

Example III

Later that day. . .

Healfdene is feeling better. He and Ralic have decided to drink off the morning's incident in a local tavern. Healfdene doesn't seem to remember much of what happened anyway.

After several hours (and a sizable fraction of a keg of ale), Healfdene and Ralic are in high spirits. Their conversation with a few of the women in the tavern is suddenly interrupted by the appearance of several local guards, who seem to be heading towards their table. . .

This is a tense situation. Although combat may not result, it is a good idea for all those involved to roll advantage. They need not reveal their advantage rolls to one another until they actually decide to attack—but it is good to know your own advantage in advance.

The advantage of the participants are:

Person	Advantage
Ralic	20
Healfdene	8
Head guard	13
Guard 1	8
Guard 2	5
Guard 3	15

The head guard speaks first, making accusations about public brawling and the use of dyshas "within city limits." Ralic and Healfdene are unimpressed. His lieutenant follows up, seeming to imply that a sufficiently large bribe could lessen their interest in the matter. Healfdene laughs, saying that he knows of no "city" within at least a hundred kilometers of this shanty-town. Furious from Healfdene's cutting remarks, one of the younger guards steps forward, prodding Healfdene sharply in the chest with his quarter-staff.

Guard 3, with the 15 advantage is the one who stepped forward. Healfdene wasn't really very interested in the situation, and was also somewhat intoxicated. He rolled a 9 advantage; with his advantage bonus of 2 that would be pretty good, but in his present state he has a penalty of 2 for being intoxicated, and an additional penalty of 5 for not assuming any initial posture. That lowers his advantage to 4. He is not in a position to do much at all. Furthermore, he's not jumping back—the guard only needs a 6 to prod him. The guard is successful with a roll of 13. The prod, of course, was intended to be only a superficial blow, but hurts just the same.

Angered at the sight of his friend receiving still more punishment after that morning, and feeling rather touchy about the whole subject, Ralic let's loose a power orb towards the face of the younger guard.

This occurs in the same round. With an advantage roll of 20, Ralic was ready to spring, and his orb comes at the guard immediately after his blow at Healfdene. The guard isn't able to dodge, and knows nothing about interference. Hitting the guard in the face at this range isn't very hard. The orb does only a superficial wound, and the guard is not knocked out.

Holding both hands over his nose and yelling that his nose is broken, the younger guard appeals to his accomplices to intercede. Two rather

dubious guards step forward, but are quickly knocked aside by Healfdene.

Healfdene is pretty mad about getting prodded by a quarter-staff, and a serious little scuffle between him and the guards ensues. . . Anger has jolted him out of his drunken stupor. He is now only -1 to advantage from the alcohols, but the sharp pain near his ribs slows him down a bit: another -1 to advantage. These penalties cancel his natural bonus of 2 to advantage. These guards are only combat skill level 1, and have no advantage bonuses. Ralic and the two other guards are standing out this one.

The first thing Healfdene does is an advance. He gets too close for them to use their quarter-staves.

1st round	Advantage
Healfdene	17
Guard 1	2
Guard 2	20

Guard 2 attacks with his quarter staff, succeeding with a roll of 13. Healfdene successfully defends with no weapon with a roll of 16. Then Healfdene attempts an "advance" succeeding with a roll of 12. Guard 1 is unable to withdraw, but guard 2 successfully withdraws with a roll of 9.

2nd round	Advantage
Healfdene	14
Guard 1	13
Guard 2	9

At close range, with his fists, Healfdene takes a swing at guard 1. In order to defend at this range, guard 1 drops his quarter staff. Healfdene's attack fails with a roll of 6.

3rd round	Advantage
Healfdene	9
Guard 1	19
Guard 2	6

Guard 1 takes a swing at Healfdene. Succeeding with a roll of 13. Healfdene successfully blocks the punch with a roll of 12.

4th round	Advantage
Healfdene	13
Guard 1	3
Guard 2	9

Healfdene takes a swing at the head of guard 1, who is unable to defend. He succeeds with a roll of 16. He rolls an 8 to injure, with a bonus of 1 for his Size Modifier; this becomes a minor wound. Because this is a minor wound to the head, and because fists inflict bludgeon type damage, the guard automatically falls unconscious.

5th round	Advantage
Healfdene	16
Guard 1	out of combat
Guard 2	18

Still holding his quarter-staff, guard 2 takes a swing at Healfdene. Healfdene defends with no weapon. The guard's attack fails with a roll of 7. Quickly grabbing an empty mug from a nearby table, Healfdene hurls it at the face of guard 2. Healfdene needs an 5 or higher to hit (We treat the mug as a rock, 4 or higher is needed at this range to hit a moving target with a rock. +7 to hit the head. Healfdene's skill level is 6 with rocks, so he's -6 to all this). He rolls a 9, good enough. The guard attempts to evade, needing an 11 or higher (for a range evade). He fails, with a roll of 4. The injury roll results in a superficial wound to the head of guard 1. Because of this, he rolls a D6 to see if he remains conscious. Rolling a 5, he also falls to the floor.

Concerned that he and his men may be in real danger, the head guard draws a stunner—an Earth-Tec weapon, rather a rare commodity in these parts—and takes a shot at the boccord. Healfdene, sent reeling for the second time that day, is still standing but staggering, with Ralic shouting at him and tugging him towards quick escape through the back door. . .

The head guard had a 15 advantage; he draws, fires, hits, but doesn't quite knock out the boccord.

Epilogue,

The head guard didn't fire again: he was already fearing trouble with his superiors for wasting ammunition. Healfdene and Ralic were not pursued — the tavern owner having thoughtfully blocked off the rear exit after their escape.

The last we heard, Healfdene and Ralic had ridden out of town on an overland trek in the general direction of Lundere. . .

Incidental Injury

Other than nasty weapons like swords and knives, there are still plenty of ways to get hurt on Jorune, like thombo kicks, falling, or having things fall on you. Other strange things may happen; add your own lines to the table.

	FALLING	OBJECTS FALL ON YOU	THOMBO KICK
2	NO EFFECT	NO EFFECT	SUP
3	↓	↓	↓
4	↓	SUP	↓
5	SUP	↓	MINOR
6	↓	↓	↓
7	↓	MINOR	↓
8	↓	↓	↓
9	MINOR	↓	↓
10	↓	MAJOR	MAJOR
11	↓	↓	↓
12	↓	↓	CRIT
13	MAJOR	CRIT	
14	↓	↓	
15	↓	↓	
16	↓	DEATH	
17	CRIT		

Falling

When characters fall more than 2 meters, roll 2D6 on the injury table. Add one point to the die roll for every additional 1 meter.

Having Things Fall on You

We assume a dense (like a rock or an anvil) 10 pound object being dropped one meter on someone. For each additional 10 pounds, or 1 meter, increase the roll by 1.

Thombo Kick

Mean mothers. Can happen any time.

Healing

In the section on injury in combat we discussed the immediate effects of wounds on hand-to-hand combat. If a combatant is injured and lives through the combat, he will generally require some medical attention. With proper attention, wounds can heal relatively quickly. Healing is helped by the high ambient energy (Sho-Codal) on Jorune. Even on Jorune, though, an unattended wound will worsen and can lead to death.

Superficial wounds will need to be cleaned and bandaged to avoid complications such as infection. This can usually be done by the wounded individual if he has the proper supplies. After the wound has been treated and the wounded individual has rested, his Stamina will be back to normal and he will no longer suffer any advantage penalty in combat.

Minor wounds will require more attention. Stitches and more elaborate wrapping and bandaging may be necessary. Often, only individuals with proper training can treat minor wounds. A minor wound that is left untreated will worsen, and become a major wound within a week (or less, if the person is active).

Major wounds often involve fractures and possibly internal injury. Some surgical skills will be needed to treat major wounds. With no treatment, a major wound can degenerate into a critical wound within a week.

Critical wounds require expert attention or the injured will die within minutes or hours.

Treat severs as critical to body. Strangely enough, there are ways on Jorune of getting an arm or leg to grow back. There are limlates that can induce such growth. A year of rest and physical therapy may be required.

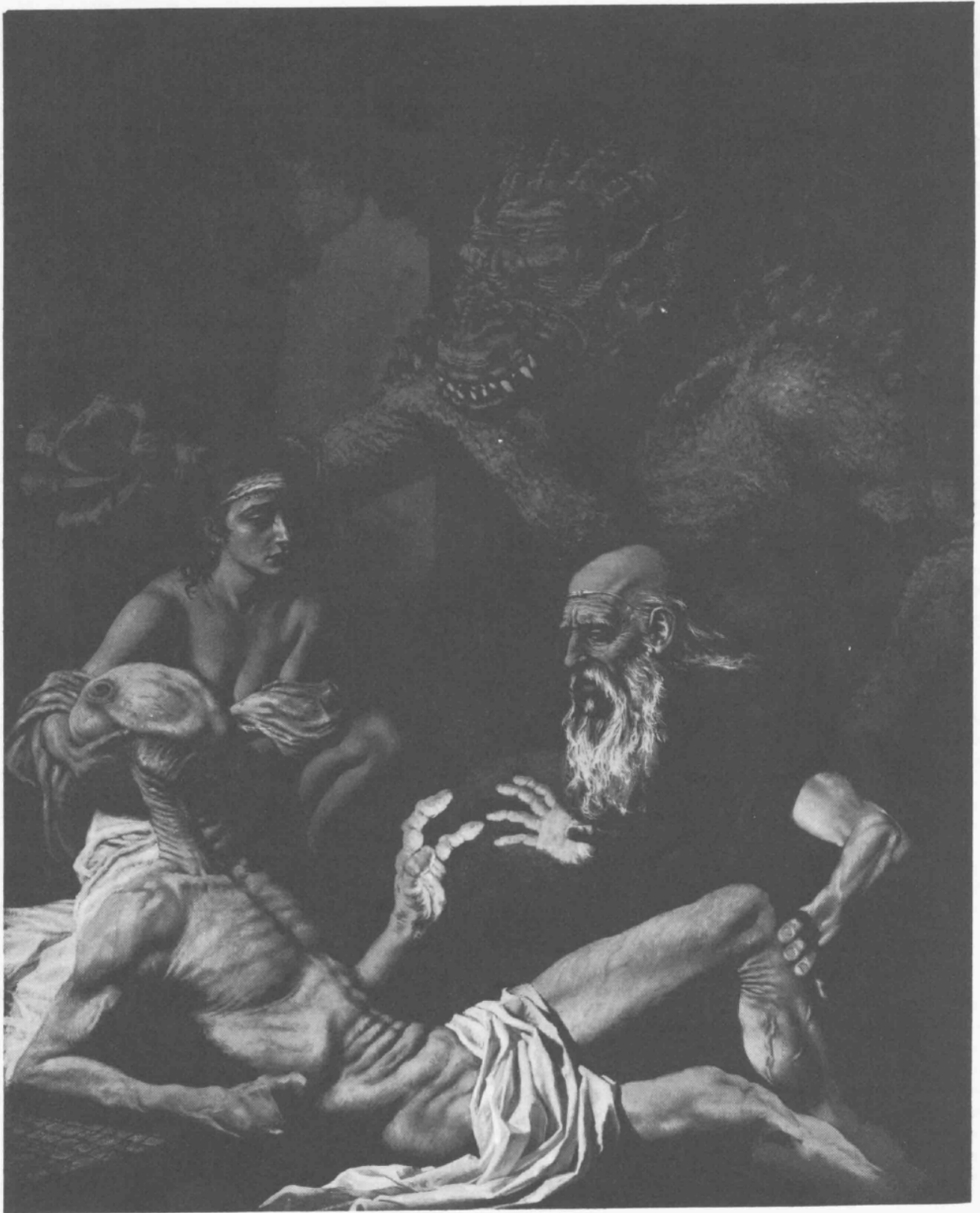
After appropriate attention, and rest, the advantage penalty from wounds will cut in half.

Through normal healing, up to 2 points of Stamina can be recovered from each wound each week. After each week, if a player can roll lower than his Constitution on a 3D6 roll then he heals one point of Stamina for that wound. Wounds can heal simultaneously, so if a player has two wounds, he should roll twice each week, once for each wound. A wound is completely healed when all Stamina points have been recovered. After a wound is completely healed, the advantage penalty goes away.

If nothing but bed-rest is attempted, characters gain an automatic 1 Stamina point of healing on each of their wounds.

There are several Jorune items that greatly accelerate normal healing. They are described for the Sholari in the Sholari Guide. Two examples of these are crystals and limlates.

CHAPTER 7
JORUNE/SHO-CAUDAL





Humans on Jorune

In the Earth year 2116, interstellar travel became a reality. Technology developed by Earth scientists would allow travel through space at faster than light speed, opening communication with distant stars.

Scientists had long believed that habitable planets might exist outside the solar system. Using the new technology, several nations cooperated in a program to find such planets. Unmanned probes were sent to many distant star systems, and in 2123, one of the probes detected a life-supporting planet.

Lush and hospitable, the planet possessed a gravity, atmosphere and climate similar to that of earth. The transmissions from the probe indicated that the planet had a fully developed ecology which supported many forms of life.

The planet was named "Jorune," after its discoverer, Kadija Rhen Jorune. Excited by the prospect of a manned mission to the planet, the Earth nations made plans for a permanent research station, possibly to be followed by a larger colony.

Many years were spent in the development of long-range spacecraft. In 2138, two years after leaving Earth, a manned expedition of several hundred scientists reached Jorune. Small expeditions landed on the surface of the planet. The explorers soon discovered a race of intelligent beings that referred to themselves as "shanthas," thinly framed humanoids that communicated in a very complex language combining pictograms, phonics and colors. It was

several months before computers could be programmed to translate shanthic communications.

Another intelligent race was found on Jorune, the "thriddle." Although not humanoid, the thriddle quickly mastered English (in all its simplicity), and were able to bridge some of the gaps in the colonist's communications with the shanthas. And, unlike the shanthas, they demonstrated much interest in Earth technology and peoples. Though the shanthas were far more numerous than the thriddle, neither seemed to be in a position of dominance. Other forms of intelligent life were later discovered. Some of these creatures lived in harsh, inclement terrain, for which they seemed poorly adapted. Attempts to communicate with these races were futile.

The presence of so many intelligent races on the planet presented contradictions to Earth scientists. Interactions between the various races on Jorune were highly segregated. Shanthas, in particular, demonstrated apparently little interest in other races. Paradoxically, most of the intelligent races lived simply, and seemed uneager to progress technologically.

Although highly intelligent, the shanthas were a peaceful race with little machinery. Their life-styles were simple by human standards, despite their elaborate underground architecture. Thriddle had a primitive agricultural society. They lived in the ruins of a great past civilization. The exaggerated scale and architectural prowess the structures belied were ample evidence that they were not thriddle-built.

Shanthas on Jorune

True natives of Jorune, the shanthas existed in relative peace for thousands of years before humans arrived. Although not totally passive, their technology was centered more around life than death. The dysha mastery frantically pursued by muadra is a mystery to shanthas. They see Isho more as a life force than as a force of destruction.

The body of shanthas is taller than that of a man's. They stand almost 7' tall, yet appear graceful, not awkward. They have no eyes, yet are able to see in all directions. Their native language flows elegantly.

Humans Through Shanthic Eyes

The shanthic race had lead a peaceful existence in underground caverns for thousands of years when the aliens came. These newcomers spoke a lumpy, awkward tongue lacking dimension and clarity. In spite of their crudity, the alien skills of energy manipulation were impressive. Their tools relied upon energy pellets, not Isho. Their belongings were crafted of a resistant tlesk (metal). The H-oomans, as they wished to be called, would not pronounce the name of the shanthic planet "Sho-caudal" (vast fluid body). They would only say "Jorune."

These "H-oomans" were unable to see or feel the natural fluid of Sho-caudal. They hulked about gracelessly, blind and insensitive to the environment for which they had traveled a great distance. The shanthas had difficulty respecting these creatures who covered

their Isho (literally: vitality) with fur. The shanthic "Sholari" (priests) encouraged cooperation with the outlanders to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance.

Although shanthas understood the magnitude of a population of twenty thousand, they were taken aback by the sheer bulk of the colonists, when they arrived. Their awkward attempts at simple "cashiln" (walking) were shameful. Their intellects seemed just as disorganized. It was rumored that H-oomans were incapable of controlling their own bodily functions. Their "inner fluid" was pumped involuntarily and their frontal lobes fluttered spasmodically. They spoke of nothing, ignoring everything around them. At first amusing, their flat speech soon came to be considered a waste of time. The thriddle came, as the shanthas knew they would. The distracting human curiosity was deferred for a while—thriddle were delighted to speak unceasingly with the visitors.

The H-oomans inability to project even the most simple "lih" (naull orb) was taken as an indication of dwarfed intelligence by many shanthas. But the H-oomans commanded great tlesk manipulation, so the shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace.

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties were obeyed. The newcomers seemed to have proven their harmlessness.

Suddenly the tranquility of life was shattered; the H-oomans began acting frantically. They claimed the loss of their homeland. Yet they

Certain features of the planet's geology defied explanation: minerals containing a very high energy density led to unusual geologic formations on Jorune. The energy from these minerals created a field which permeated the planet. Measurements showed this field to be quite stable with respect to geography, and to vary slightly with meteorological changes. Although extensive tests indicated that the field presented no danger to humans, its energy was unlike any radiation or force encountered on Earth.

In the face of these mysteries, the landing parties determined that a permanent presence would not represent a significant threat to humans or the indigenous life. The research teams settled on the planet. Earth scientists performed a variety of biological and geographical studies. It was finally deemed safe to establish a formal colony.

When told of the colonization plans, the thriddle seemed very enthusiastic. The shanthas reacted more coolly. They did not stop the colonists from meeting their needs for water, land, and mineral resources, but they relegated the lands that the humans could occupy.

The Jorune colony was to transport over twenty thousand colonists and crew to the awaiting planet. A fleet of 80 ships would carry passengers in suspended animation for the long voyage through space. Months before the expeditionary party left for Jorune, questions of lunar-mining rights skyrocketed into the political spectrum. Excitement over the launch quelled tempers world-wide, but the

fact remained that materials needed for the colony would be taken from the moon. Lunar mining rights were shared with nations not involved in the mission.

In 2147 the colony ships departed Earth. Each of the 80 vessels were designed to be reasonably self sufficient after landing; supplies from Earth would be needed only every 5 years. Biologists and botanists were given great leeway in their transport requests. Plant and animal species from Earth were brought for comparative studies with indigenous Jorune life. Most of the participating earth governments insisted that a strong military presence accompany the colony for security in an unknown environment.

In the Earth year 2155, all of the colony ships had landed at their various assignment locations. Security was relaxed to make life easier for the new colonists. In that same year the colonists learned of catastrophic war on Earth.

The raw materials for the colonization project had been taken almost exclusively from the moon. The already strained lunar treaties between the super-powers broke soon after the colony was established. Negotiations were attempted, but by 2155, no more talk was possible; Earth was engaged in full scale war.

Transmissions received by the colony indicated that Earth had lost the capability to support manned missions. Days later, communications with Earth were permanently lost. The colonists on Jorune were quick to comprehend the desperation of their situation. The supply ships they had expected would never arrive.

Shanthas on Jorune continued

had *abandoned* their homeland to come to Sho-caudal. Erratic H-oomans behavior became a concern. The shanthas were resigned to revive aggressive technology left to them by their ancestors. They watched and waited. Uneasiness and fear had been unknown to them; this sensation was, to the shanthas, a subtle poison released by the H-oomans.

Without warning, the H-oomans transgressed "Cali-Shafra," Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was pierced by huge tlesk. The H-oomans claimed that they needed the area to make their food. The shanthas were unsympathetic. The humans had survived for some time on Sho-caudal without taking such extreme measures. The transgressions of the H-oomans became intolerable. With the disruption of the Galsh-aca (Ancient Burial Grounds), shanthas finally felt that their energies could be justly unleashed.

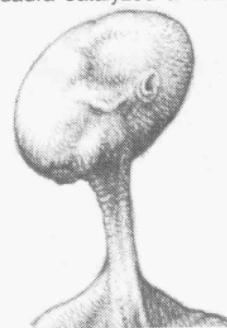
The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships. To the shanthas, it was a simple matter: The warp mappings to the ships were regional and the Isho was readily available. Warps were forced open, and through them, tremendous dyshas of Desti and Du were sent.

It was expected that the problem was over. Instead, nearly all of their race lapsed into "shyee," the Isholess state. The shanthas remember this as "Leesh Ebeeca" (The Dying Time). The few who remained were unable to maintain the ancient underground complexes. Society crumbled. The shanthas were forced to leave the *glowing* lower world and take to the more desolate parts of their planet.

The shanthas knew that the H-oomans were destined to enter their cities in the coming millennium. They sorrowfully laid to rest their valuables within temple recesses. They guarded their treasures by the best means they could muster. They looked to the time when their descendants could reclaim their heritage, and restore the race to greatness.

Over the ages, shanthas have learned a bit about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet. Their interactions with other life forms are usually brief and specific. 3400 years after Leesh Ebeeca, hostility between shanthas and humans is rare. Again the shanthas are watching and waiting; this time for a chance to restore their race to ancestral splendor.

Of all the human descendants, shanthas find the muadra the most intriguing. Their Isho abilities closely resemble their own. It was this shanthic interest that led Sho Copra-Tra to train Caji Gends. This first relationship between shantha and muadra catalyzed a new existence for the muadra race.



The attitude of the colonists changed. What had started as a research colony now appeared to be the last remnants of human civilization. The frantic colonists ignored the shanthic restrictions. They needed raw materials now that Earth supplies would be unavailable. They began to clear native Jorune vegetation for large-scale seeding of a food crop biologically engineered to be competitive on Jorune. Though humans could safely consume many Jorune plants, this crop was specifically designed to meet their nutritional needs. They began mining operations on lands forbidden to them. The shanthas reacted with hostility to these transgressions. But the humans ignored their threats, as the shanthas had yet to demonstrate a technology equal to the defenses of the Earth colonists. When shanthas tried to interfere with human expansion, they were dealt with abusively.

The colonists sadly underestimated their hosts. Soon after humans started refining ore from Shanthic lands, a wave of attacks employing energies of almost nuclear proportions were launched against each of the 80 colony settlements. Thousands of the colony members were killed. Humans were stunned by the effectiveness of the attacks. Their great shields had offered them no protection.

The humans, however, were still the masters of a sophisticated biological technology. In a desperate attempt, one of the colony sites released biological warfare agents into the upper atmosphere. These genetically modified bacterium were created to exclusively kill shanthic life. As sound as the biological creations were, the scientists who developed them had no time to account for subtle variations in the shanthic race. Still, over 99% of the shanthas died, leaving only thousands of a once populous race.

Shanthic Technology

The shanthic technology differs totally from that of humans. Employing ambient Isho as a source of power, shanthas have at their disposal a vast array of useful implements. Sarceens hold information in the form of sculpted Isho.

Cle-eshta, are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Trance. With cle-eshtas, skilled shanthas can pick up information about the Isho weather from all over their planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the Isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the colony. Cle-eshtas also act as Isho magnifiers. Highly skilled shanthas have great sources of power at their disposal.

Shanthas are capable of employing "warps" for transportation.

This was no victory for man however; all of the starships were destroyed, and with them man's only means of leaving Jorune. In the violent aftermath, settlements were abandoned and items of technology left behind. It was a common belief that shanthas could seek out power sources, even those used in small hand-weapons.

Communication between colony sites was destroyed; survivors had no knowledge of the fate of their fellow humans. In isolation after the attack, Iscin, a bio-tec engineer, feared that no earth animals would survive. An expert in biological engineering, he attempted to modify earth animals to make them more competitive on Jorune. In his experiments, he altered several earth species into intelligent, bipedal creatures. These derivative species eventually developed stable populations.

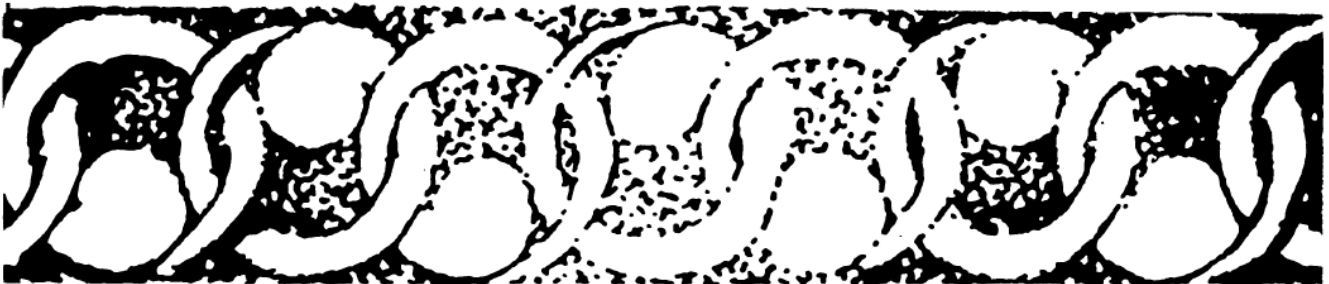
The destruction of the colony sights left many earth species refugees in the strange environment of Jorune. Most earth animals perished in an ecosystem in which they had no niche. Cows were the first to go. Although the geography and weather of the planet were well suited to earth life, the native competitors held the upper hand in most struggles for survival. Some earth species survived, humans among them.

The chaos of war destroyed any hope of creating a self sustaining colony. The surviving humans quickly became part of the forest fabric. Man became a hunter again.

In the 250 years that followed, humans and shanthas played out the hostilities kindled earlier. For fear of shanthic detection and reprisal, tools and technology were abandoned; life became simple in philosophy as existence became a struggle.

Every location on Jorune has a partner-location to which it is physically connected only when energy is applied. The energy needed to create such warps is commonly found in white crystals.

Warps appear as rectangular doorways to the partner-location, but can be viewed from any angle. Two people, standing slightly apart, would get a slightly different view looking through a warp. Thus, it is possible to see a completely dimensional version of the other side of a warp just by walking around it. The pattern of the connections of planetary points is not random. But its mathematics are extremely complex. Whole regions "map" from one area to another. Although shanthas cannot alter a warp destination, they can use their cle-eshtas to discover to where a given connection will be. This is the most powerful ability of the shanthas, and was employed in the destruction of the Earth colony 3500 years ago. The colony's shields offered no protection against blasts which exploded from within the ships.



Jorune is surrounded by an exotic form of energy unlike any on Earth. The native life was adapted to this energy, and after many generations, Earth species also began to adapt. In particular, two sub-species of humans began to develop.

A few decades after colonization, humans began to experience occasional mutant births, many occurring regularly and along predictable lines. Some humans attained great size and physical strength—they came to be known as "boccord." Others were born exceptionally small and weak. These "muadra" sometimes displayed the disturbing trait of spasmodic, static-energy release. A muadra named "Caji Gends," under shanthic guidance, was the first of his kind to master and direct the planet's ambient energy.

Thirty-five Hundred Years Later

Over the millennia, the humans have grown to be the most populous race on Jorune. Muadra and boccord remain minorities in (pure) human settlements and cities.

After centuries of backsliding, human society on Jorune has now begun to progress. Having forgotten their origins on Earth, the humans of Jorune have developed their own cultures. Conditions on Jorune have impeded their technological development, but humans have recently recovered caches of the old Earth technology hidden by members of the original colonies. They have learned to use many devices without full understanding of the principles involved. Life on Jorune is a paradoxical mix of old and new as the humans begin to comprehend their origins.

Shanthic Sects

The shanthic religion worships multiple deities and their servants. The number seven is the symbolic cardinal of the shanthic faith. Jorune is orbited by seven moon. Although they all share basic shanthic foundations, the culture of each is somewhat different.

The names of the seven distinct shanthic sects are created by placing the prefix "Ca" before the name of their symbolizing moon. Thus, shanthas of the moon "Shal" would be the "Ca-Shal." The only exception to this are the "Ci-Ebba."

Shanthas claim to predict the future by interpreting the positions of the various moons in combinations with meteorological presences. It is easy to be skeptical of such claims, but a significant number of events tantamount to shanthic history have occurred while rare patterns loomed in the Jorune sky.

Here is a list of the moons of Jorune, followed by their shanthic assignments. Note the similarities between the colors of the moons and those of the various Isho forms.

Moon	Shanthic Attributes	Moon Color	Dysha Color
SHAL	Keeper of the Ancient Order	Blue	Blue
EBBA	The Sender	Silver	Yellow
DU	The Illuminator	Amber	Amber
GOBEY	The Protector	Black	Brown
DESTI	The Red Harbinger	Red	Red
LAUNTRA	The Flow	Green	Green
TRA	The Warp Maker	Varied	White

THE MOONS OF JORUNE

Seven moons constellate above the planet. They are:

SHAL: *Keeper Of The Ancient Order*

A medium sized blue moon, elegant and pristine.

EBBA: *The Sender*

This Jorune moon is void of atmosphere; its craters and silver colored surface are easily seen from the planet. Much Shanthic mythology centers around this moon's detailed surface.

DU: *The Illuminator*

The large Du moon is covered with bright, slowly swirling, amber clouds.

GOBEY: *The Protector*

This black moon is barely visible, except for the glow of its slight reflection and the black patch in the sky it blocks out of the star field.

DESTI: *The Red Harbinger*

This swirling red giant of a moon looms overhead. A silent reminder of history's darker times.

LAUNTRA: *The Flow*

Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by.

TRA: *The Warp Maker*

The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra.

Shanthic sects are each aligned with a particular moon, from which they draw their dysha philosophy. They have other skills besides; Ca-Du (The Illuminators), for example, are the makers of the shanthic blades.

The Ca-Shal are a quiet race of shantha. They are the Keepers of the Ancient Order. Ci-Ebba are the Senders. Although more common than the Ca-Shal, their motivations are similar. They have no love of human ways. The Ca-Du are the makers of the shanthic blades. The Ca-Gobey are the great shanthic builders, responsible for the elaborate shanthic architecture hidden beneath the surface of Jorune. The Ca-Desti are known for their violence. They are almost war-like in their ways. The Ca-Launtra are the most naturalistic order of shanthas. The Ca-Tra are the best known to humans. Members of this sect are often found in large cities, reclaiming shanthic artifacts owned by humans, but pillaged from the shanthic temples.

Some shanthas accept the changes which humans have brought unto their planet. Shanthic priests, called "Sholari," sometimes settle into other civilizations. They live as sages, translating and predicting for those who can pay their prices. These "broken" shanthas prefer shanthic objects as pay.

Most shanthas live far off the beaten path. Shanthic settlements are quiet, somber places. Their response to strangers is largely determined by their visitor's attitude.



THE PLANET JORUNE

Jorune is a planet with oceans, continents, rivers, lakes, mountains, rain, snow, and four seasons. Jorune also has a variety of exotic features not found on Earth.

SkyRealms

SkyRealms are expanses of terrain that float over the planet's surface. When two plates of the Jorune crust are forced into repulsion due to crystalline imbalance, the upper stratum sometimes rises above the ground, creating a skyrealm. Often as wide as a mile across, dozens of sky realms lie unexplored over the surface of Jorune, casting shadows on the landscape below. Regions covered by skyrealms are cast into darkness.

Durlig

Durlig was the plant engineered by the original Earth colony to provide nutrients for humans that natural Jorune vegetation lacked. It is easy to grow, but difficult to harvest. It has a vile taste (unleached), and its greens decay quickly when picked. It is essential to humans, if they are to be healthy.

Warps

Every location on Jorune has a partner-location which it can become physically connected to, given enough energy. The Sholari will describe warps in detail.

Crystals

The planet Jorune is composed of stratified crystal layers. Crystalline deposits occasionally break through the surface due to geological action. Each type of crystal has its own attributes. The Sholari will introduce you to crystals and their uses. Because of their rarity, they were not mentioned on the items list for beginning players.

The Structure of Burdoth

The Klades

Although nuclear families are common on Jorune, many children are raised in the "klades." These large, communal family groups are run by klade parents. Their children live with them, as do the children of many other families. Orphans always grow up in klades.

Children raised in klades will learn proficiency at whatever the klade is associated with. At the age of 20, they are free to remain with their klade, or choose another.

Growing up in a klade is not much different from growing up in a nuclear family, except that the klade's particular skills will be emphasized. There is still plenty of time for a youngster of the klades to go off and explore his or her local surroundings, and pick up on less klade-intensive skills (such as the language arts).

Although humans and boccord are sometimes raised by muadra klade parents, muadra themselves are never raised by other races.

Tauther

The population of Burdoth is divided into toth, tauther, Drenn, and Kesht. Toth are those who are not citizens of Burdoth. Tauther are those who are *actively seeking* citizenship. Drenn have citizenship, and Kesht are persons of important political status.

In order to officially become tauther, players travel to Ardoth, to the hall of Drenn. Here the ancient process is started. Each character is assigned a spot on one of the Drenn Walls to engrave his or her "copra" (insignia). A metal challisk is given to each tauther, upon which marks of approval will be recorded. Twenty gemules are paid by the applicant, who receives a copy of the Tauther Guide. New tauther are expected to read this guide before starting their tothis (time of tauther).

When Drenn meet tauther that they view favorably, they may choose to recommend them for citizenship. This is a fairly serious commitment—Drenn responsible for bringing "bad" Drenn into the ranks are not viewed favorably, and may lose face. Drenn who choose to make the commitment will accompany the Tauther to a challisk engraver. Before the re-emergence of Earth-tec, challisks were painted with the copras of Drenn, but since the discovery of the Earth-tec carving torches, this recording process has become more permanent and less easily forged. The price of challisk engraving is typically one gemlink, paid by the tauther. Carving torches are strictly controlled by Ardoth; they are the only devices powerful enough to cut into a challisk.

Those Drenn and Kesht who find the citizen applicant to be outstanding candidates will travel to the Hall of Drenn, to the tauther's copra mark. As favorable commentary on the tauther, the Drenn or Kesht's copra is added to the tauther's space on the wall.

Each engraving on a challisk brings a character 1 point of Social (add 1 to the character's Social characteristic). Each engraving on the Drenn Wall brings a character 5 points of Social.

When a tauther's Social has climbed to about 50 points, that character is probably ready to formally apply for the privilege of citizenship. There is a base 75% of success in applying. For every Social point below 50, reduce this chance by 10%. For every point above 50, increase the chance by 2%. If the attempt fails, the character can try again in a few months. The whole process takes anywhere from ten months (the legal minimum) to a few years. There are, of course, those who never attain citizenship.

When applying for Drenn status, characters are questioned by a Kim member (council member). The Kim will ask the player about each of the people who have marked their challisk, and their copra spot. Players had better be able to justify why each recommendation was made on their behalf. It is also expected that the character detail his or her loyalty to Ardoth (and Burdoth in a general sense). Sholari will award a few extra percent chance points for success in oration skills.

During their tothis, tauther are expected to act responsibly, with the interests of Burdoth in mind. They should defer to those who are Drenn and beyond. Their metal challisk, worn always about their necks, identify them as tauther.

After the Drenn test has been completed, characters must pay 5 gems for registration and give up their challisks. The pages of oaths, verifications, and agreements that must be filled out should be checked over several times for errors. Any mistake could delay the procedure by weeks. One month is usually needed for approval.

Drenn

When approval has been attained, character's challisks are returned to them, coated with a thin layer of silver and gold. They are now Drenn. They may travel the length of the Burdothian empire

without restraint. They may own land. Drenn may enter all citadels and Drenn ports. They may request the use of Dharsage possessions (objects owned by the Dharsage royalty of Burdath). Humans of citizenship status are permitted to own, use, and carry energy weapons.

Many responsibilities walk hand-in-hand with these advantages. Drenn must register with the kim of any town or city they pass through. They may be called upon to perform services for that kim if necessary. Refusal is risky. Drennships have been stripped of people for disobeying the rule of a kim. Usually, the kim request is a simple one, such as the delivery of parcels (of an unimportant nature) to nearby towns (usually those in the direction of the Drenn's travel).

Drenn are responsible for collecting "clutch" (taxation), from their neighbors. In Burdath, the system is well liked — taxpayers prefer a friendly visit from a neighbor rather than that of an armed guard at clutch time.

Drenn are expected to enforce the "yordigs" (laws) of the land.

In times of war, Drenn are drafted into officer positions.

Land owning is a privilege granted Drenn. They must maintain what they own, or it will be taken from them.

Each Drenn is required to assign himself or herself to a local kim (in a small town, to a "kimit"). Although not locked into a continuous job, Drenn are responsible for the results of the decisions made by their kims (or kimits).

Kesht

Most Drenn never attain Kesht. A character's Social characteristic must reach 200 to be eligible for this title. This usually takes at least a decade after achieving Drenn, although there have been exceptions. A character's Social increases when those of higher status take notice of his or her distinguished character, demonstration of social graces, and record of accomplishment.

Drenn do not apply for Kesht, they are nominated for the privilege. The questions they are asked go into much greater depth than those for Drenn applicants. Six or seven rounds of questioning are usually required before Kesht status is officially decreed. The intermediate steps are not seen as failures, but as learning stages in Kesht attainment. The interviewing process usually takes a little over a year.

Law and Order

The yordigs of the land are written and enforced by the Drenn and Kesht, and by the kims of which they are members. Guards and patrols who work for kims also enforce the yordigs. Those suspected of crimes are tried by the kims. If found guilty of a crime, the punishment for Drenn might range from a simple warning to the

stripping of Drennship. Non-citizens are often punished with a night in the "harris" (jail); severe punishments range all the way to execution. Only the most violent regions will enforce capital punishment. Social disgrace and humiliation are usually enough to convince diyorda to refrain from repeating their crimes.

The following are law levels used in describing different cities:

1 = Very Strict

Carrying weapons in public is prohibited. All weapons (other than knives) must be checked into local kim-houses when entering town. Dysha use is strictly forbidden within city boundaries. Level 1 towns are unlikely even to have kerning bays within city limits. Daijic are usually stationed around town. Diyorda are harshly punished. Towns like this sometimes execute those guilty of violent crimes. Cities in the realm of Thantier often fit into this category.

2 = Moderately Strict

Ardath is such a city. Armor is allowed, as are weapons, although especially violent arms will rouse some fear in the inhabitants of the town or city. Kerning bays are available, although daijic are everywhere. Dyshas use without a permit is not allowed, except at the kerning bays. Guards and patrols will sometimes stop suspicious looking characters for a friendly chat or interrogation. Few deadly punishments exist.

Warnings are given for the following infractions:

1. Children kerning outside of the kerning bays
2. Display of overbearing weapons
3. Entering the citadel without being of Drenn status.

The following crimes are punished with immediate incarceration until the kim can hear the case and decide upon punishment.

1. Stealing.
2. Display of Isho in other than naull form.
3. Fighting an unarmed opponent.
4. Being disrespectful to Drenn, or Kesht.
5. Violence clearly not out of self-defense.

The following crimes are often punishable by death.

1. Murder.
2. Copying, stealing, or destroying challisks, creating fakes, marking false copras into either challisks or the Drenn Wall.
3. Dealing with cleash or ramian in a way that disturbs the security of Burdath.

3 = Somewhat Lawless

Weapons and armors are socially accepted. Limited dysha use in cities permitted. Murder and seriously injuring a person are still considered wrong. Daijic may exist, but are rare.

4 = Lawless/Wild

Absolutely no restraints upon the public display of weapons and armors. Murder is frowned upon, but rarely is anyone apprehended for any crime.

Enforcement

"Yord" are patrols who travel the streets of towns and cities. Although they receive a little training in how to handle different situations, they are basically just civilians. Usually armed with swords, they will attempt to non-violently apprehend most diyorda. On rare occasions, where security is especially important, they will be armed with energy weapons. Such weapons will always be set to "print/identify" status, which precludes the possibility of others from using their weapon if it is stolen.

The "herris" of Burdoth are jails. Diyorda are placed together in large holding pens. Security is maintained by yords stationed around the perimeter of the facility. Diyorda are restrained with metal leg manacles anchored to ground spikes. Muadra are cuffed with crystalline shackles which inhibit their use of dyshas.

A typical stay in the herris lasts only a few days. Since punishments for crimes include banishment and shissic, there is little need for larger facilities. Those who have committed first offense, minor crimes crimes, are usually just fined and given strong warnings. Repeat offenders are treated harshly.

Kims

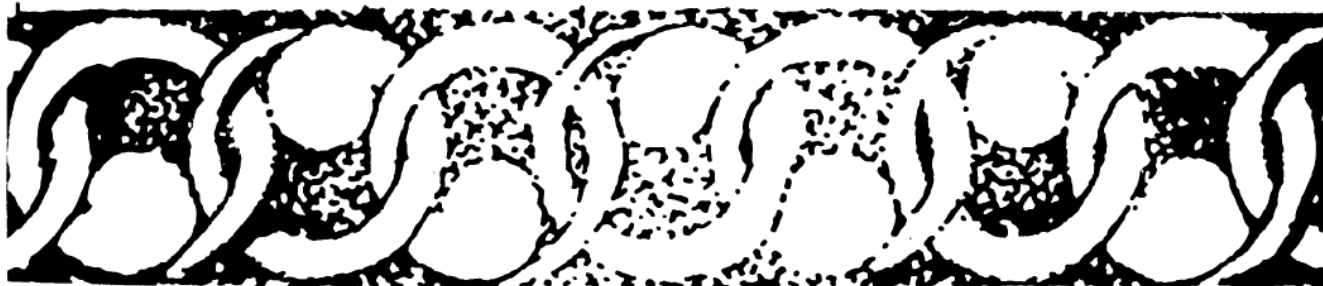
Kims and kimits are councils which make decisions for a community. The size of such councils is usually about 15 although groups as small as 6 and as large as 25 exist. Kims decide the fate of "diyorda"

(criminals), create the local "yordigs" (laws), and funnel clotch to higher levels of Burdothian government, legally skimming off a bit for themselves. Kims are the only power base characters will commonly find themselves dealing with. Kims are located at the town awss, the cul-de-sac from which decrees are read. As mentioned, Drenn who enter a town must register with a kim. There is a small chance that the kim might have a task of some sort for the Drenn to perform (some possibilities were described in the Drenn section).

Only Drenn and Kesht may serve on Kims. In small towns, the lack of Drenn makes it difficult for kims to function. Often, representatives are sent to Ardoth for the express purpose of becoming Drenn to serve on the local kim. City Drenn often view these "dren-nits" with slight contempt.

Higher than the kims is the *Chell* (mayor) who are responsible for all the kims in a city. A *Chell* is like a mayor of a town or city. *Lystra* govern a county of several cities. Sage are those who control entire provinces. The rulers of realms are called *Dharsage*.

Small Council	Kimit
Council	Kim
City Mayor	Chell
County Leadership	Lystra
Province Leadership	Sage
Realm Rule	Dharsage



GLOSSARY

If there is no pronunciation guide to a word, then it has no hard vowels. Treat "e"s as *eh* and "a"s as *ah* or *au*.

Abahth: The blount language.

acubon: (AH-coo-bonn) A water-bound race, descended from humans.

Adv: abbreviation for "advantage," a combat term.

ahdis: orator

Anasan: Friendly realm of humans, woffen, muadra, and a few boccord.

Ardoth: Capital city of Burdoth, location of the Drenn Wall.

Ardothians: Residents of Ardoth

arrigish limilate: (AIR-igg-ish) speeds the healing of terrestrial creatures.

auss: The harvest season.

awss: The center of a town or city.

Aylon: Capital of Jasp.

beasters: People who hunt especially dangerous creatures.

blosh: (blaugh-sh) Symbol worn by crugar in defiance (especially of woffen).

blount: The first of Iscin's animal creations, an intelligent amphibian.

boccord: (buh-CORD) One of the three races of humans, characterized by their superior strength.

boc-rod: (BOCK-rod) A crystal fragment capable of storing energy. See: Crill

bochigon: (BOE-chih-gone) A Jorune pack animal capable of self defense. Incredibly stubborn.

bola: The favorite weapon of ramian

Boru: (BOE-roo) The Bronth language

bronth: (braugh-nth) An Iscin race, descended from the bear.

Burdoth: Controlled by humans; the most powerful realm of the continent.

Burdothians: Those who live in Burdoth.

Ca-: Shanthic prefix, followed by moon alignment. Example: Ca-Tra, shanthas of the moon "Tra."

caji: (CAW-gee) One of the three races of humans, the only one capable of energy manipulation.

caji entropy: A silly dice game used by player characters to increase their caji character's Isho.

caji houser: Person who owns an inclep that welcomes caji, in particular.

Cali-Shafra: (CALL-ee SHAW-frah) Battle Lands of the Ancients. Sacred to shanthas.

cashiln: Shanthic, for "walking."

Cerridus, Sea of: Location of Tan-Iricid.

challisk: The small metal plate given citizenship applicants in Burdoth.

Chaln Docha: (Chauln DOE-chah or Shauln Doe-sha) The famous crugar leader who lead his troops into Burdoth.

Chaln-Imagri: (Chauln IMAH-gree) The only crugar city.

Chaun-tse: The crugar language.

chawgis: Battle tactics school

chell: A title similar to mayor.

Chen-ichi: (chen EE-chee) A crugar priest.

chiveer: (chiv-EAR) A period of ramian madness which lasts a few months and is marked by the growth of "chivs."

chivs: The bone protrusions which grow from the ramian's face during chiveer.

Cie: Same as "Ca," but the irregular form used only for Ebba. Cie-Ebba are shanthas of the moon "Ebba."

cle-eshta: (clee-ESH-ta) Shanthic device that acts as a sort of energy magnifying-glass.

cleash: (cleesh) The insidious creatures which infest the East Trinnu Jungle Lands and the Ice Fields of the Gilthaw.

clep: A store or shop.

cleth: (clehtch) Taxation.

coddins: (COD-ins) Small grass thriddle huts.

coditch: Crop which is the staple of the thriddle population.

condrij: (COND-ridge) Fighters.

coleel: Opaline gems produced by acubon.

copra: (COE-prah) (1) An Isho signature manifested in a naull orb.

(2) An identifying mark, especially placed on a challisk or on the Drenn Wall. (3) A master of dyshas and Isho. (4) Shanthic word for "master."

coprate: Expert level.

corastin: (core-AHstin) Large, semi-intelligent creatures.

corondon: Large primitive creatures native to Jorune. Shanthic blades are crafted from their thailiers (claws).

Cosahmi: (Coe-saw-mee) A coditch farming town on the Western side of the Kuggin Mountains.

Crendor: (Crehndor) A militaristic portion of the bronth realm of Dobre.

creshi: Carnivorous sea-creatures found off the northern coast of Burdoth.

crethin: The leaves used to leech durlig to acceptable taste.

crill: Flying creatures that can entwine boc-rods in their tails.

CRIT: Abbreviation for Critical, as in "a critical wound."

crith: Winter

critical: A serious injury. Will lead to death if not treated.

croid: A semi-intelligent species, related to the corastin.

crondij: Fighter.

crudge: The protective skin of corastin and croid.

crugar: Iscin's improvement to the cat family.

Cryshell: Ardoth's citadel. Entry restricted to Drenn and Kesht.

cygra: Northern cousins of the crugar.

daij: Sea-faring enervors important in the relations between Burdoth and Voligire. Daij meat is used by "daijics" to detect dysha use.

daijic: Originally a term used for those who ate daij meat for insight in tracking dysha users. The term has now come to mean those who actively engage in the detection of dysha use.

Desti: One of the seven moons of Jorune, "The Red Harbinger."

Dhar: Prefix meaning large or powerful.

dharlerin: A large plantation.

dharsage: The rulers of a realms.

dichandra: (dich-AND-ra) Swamp-dwelling creatures.

dichandra stones: A musical instrument made of the hard calcium wrists of the dichandra.

Dif: Used as an abbreviation for "difficulty."

diyorda: (dee-ORDA) A criminal.

Doben-al: The vast plains connecting Burdoth with Khodre.

Dobre: (DOE-brey) The bronth realm.

Docha, Chaln: See Chaln Docha.

Drail: A large densely forested territory located on the southern edge of the Sharharris Sea.

Drenn: Citizen.

drennit: Honorary Drenn.

Drenn Wall: A wall located in the Hall of Drenn in the Citadel of Ardoth. This is where applicants of citizenship receive their challisk. The Drenn wall contains the copra of all of Burdoth's Drenn.

Du: (Doo) One of the moons of Jorune. The Illuminator.

durlig: Plant cultivated by the Earth colony. Durlig is found all over Jorune.

dysha: (die-shuh) Energy abilities. The two major forms are orbs and bolts.

dytes: muadra punks.
earth-tec: Anything built by the original colony.
East Trinnu Jungle Lands: A jungle south of Burdoth; infested with cleash.
Ebba: (Eh-bah) One of the moons of Jorune. The sender.
enclep: A place where medicine is practiced.
Enervor: Literally, an "energy eater."
Entren: The language of humans on Jorune. It is derivative of English.
eris: (air-iss) The season of spring.
fadri: (fad-ree) Thriddle teachers.
farg: Huge swamp dwellers.
Galsh-aca: Ancient Burial Grounds of the Shanthas.
gashten: A woffen city.
gauthi: Rugs made by thivins.
Gawmen Lenk: A typical woffen name.
gc: Abbreviation for Gemcluster.
gemcluster: A unit of currency equal to 10 gems.
gemlink: A unit of currency equivalent to 100 gemules.
gemstar: The largest common unit of currency. Worth 100 gems.
gemule: (Colloquial: "yules") The basic unit of Burdotherian currency.
giddyne: A token necessary for entrance to the Mountain crown of Tan-Iricid.
giggitt: An insect like creature with several distinct stages of development, sought after by thriddle and cleash.
Gilthaw: Early ice fields. As in "Ice Fields of the Gilthaw." Northern habitat of cleash.
Gire: Ramian pirates.
girrig: A durlig derivative plant.
gissyne: Vulgar. A colloquialism not to be used in mixed company.
githerin: Thieves.
gl: Abbreviation for gemlink.
gm: Abbreviation for gem.
Gobey: One of the seven moons of Jorune. The Protector.
gu: Abbreviation for gemule.
Heridoth: Realm neighboring Burdoth.
harris: Jails.
hishtins: Boccord who serve as targets for caji dysha practice.
Ice fields of Gilthaw: Home of the insidious cleash.
illidge: place where drinks are served.
inclep: An inn.
Iscin: (Ih-skin) (1) Name of the bio-tec engineer who modified Earth animals into intelligent, bipedal creatures. (2) A name taken by those of learned ability.
Isho: Shanthic for life, vitality. Isho is a measure of creature's energy.
jampers: Musical instrument, drum/tambourine. Made of coronodon skin.
Jasp: Human realm far to the north of Temauntro, capital Aylon.
Jorune: The name of the planet, the name of the game.
Kadija Rhen Jorune: Earth astronomer credited with the planet's discovery.
kayed: A favorite treat for bochigon:
kee: Neuter pronoun used by thriddle to describe members of their race.
kern: To expel energy in a crude form.
kerneling bays: Areas of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerneling.
Kesht: The highest status a citizen can attain.
Keskia: Female form of Kesht.
Khaun Gauss: The first post-colony human city on Jorune.
Khodre: Sister-realm of Burdoth.
kim: A council
limit: A small council for localized decision-making. Operates under a kim.

kis: Thriddle genderless pronoun: his or hers.
klade: A communal child-rearing group.
Kuggin: A range of mountains bordering the western edge of Burdoth.
lamorri: (luh-MORE-ee) An extinct race.
Launtra: (LAWN-truh) One of the seven moons of Jorune. The Flow.
Leesh Ebeeca: Shanthic, "The Dying Time."
Lelligire: City on the northern coast of Burdoth, victim of ramian invasion.
lerrin: A plantation.
lih: Shanthic, "naull orb."
limilate: Any drug or medication.
lirjin: Beetles.
locurian grunder: A very tough form of armoring.
Lundere: (lun-DEAR) The woffen realm.
lystra: (LIE-struh) A person who relegates authority throughout a region.
mandare: (man-DAR-ee) A rolling lump with a long neck and teeth.
Miedrinth: Burdotherian city which borders the East Trinnu Jungle Lands.
Mountain Crown: Capital of Tan-Iricid.
muadra: (Maw-druh) One of the three races of humans. They are gifted with abilities of energy manipulation.
mullin: The season of summer.
naull: The orb a caji creates to display his or her copra. Sometimes used interchangeably with "copra."
Ninindrue Plague Slayings: A crugar slaughter of helpless woffen.
piiber: A small, harmless creature often taken as pets.
querrid: One who gathers thriddle information for money.
ramian: (RAY-me-en) Tall and silent beings of Voligire.
rili: (RILL-idge) The pathway to the Mountain Crown of Tan-Iricid.
rinis: (RYNE-iss) Human. symbolic medallion of battle:
Ros Crendor: (Ross CREN-door) Boccord habitation north of the Doben-al.
round: A combat term referring to 2 seconds of game time.
ruvri tchorko: Ramian motto, "Powerful Silence."
rusper: A common drink; like ale.
salu: Sea-faring race descended from humans.
sarceen: (sar-KEEN) Shanthic devices for imparting recorded knowledge.
scarmis: (SCAR-miss) The servants of the cleash.
scedri cloth: (skedd-REE cloth) A medical tunic which speeds healing.
scrade: Insect-like carnivores found in forests and jungles.
Shaharras Sea: Sea to the north west of Drail.
Sharri Bay: Bay located north of the Shaharras Sea.
Shal: One of the seven moons of Jorune. Keeper of the Ancient Order.
shambo: A woffen gambling game.
shantha: The native, intelligent race of Jorune.
Shanthic blades: Ancestral shanthic weapons crafted from the thailiers of Dhar Coronodon.
shast: One who serves drinks in a woffen shenter.
shenters: Places where woffen relax, drink, and brag.
shissic: Term for to describe the killing of an enemy of Burdoth. Used only by fanatical patriots.
sho: Shanthic, "teacher."
Sho-caudal: Shanthic, "Vast Fluid Body." The shanthic name for Jorune.
Sho-sen: A common name for the Isho wind.
Sillipus: A rough, lawless island.
Sholari: (1) Shanthic priest. (2) The referee for SkyRealms of Jorune.
skyrealms: Land formations that float above the planet.
Sychill Sea: The sea that lies between Dobre and Burdoth.



Sychill Bay: The bay that Ardoth is nestled in.
talmaron: A domesticable cousin of the duradon. A flying beast of burden.
Tan-Iricid: (Tan IR-ikkid) Home to the thriddle race.
Tan-Sor: Thriddle city located just outside the Mountain Crown of Tan-Iricid.
tarro: A many armed creature, semi-intelligent, domesticable as pets.
Tauch-kie: Any crugar leader.
tauther: One who is applying for citizenship (Drennship) to Burdoth.
techindol pib: "Little-Big mouth."
Temauntro: A vast, crugar inhabited wilderness located west of Khodre.
tenter-shines: Horns made of the brynk hardwood.
thailierian armor: Armor made from the corondon.
thailiers: The claws of corondon, fashioned into shanthic blades.
Thantier: Realm of humans on the southern border of the Dobenal. It faces the Cerridus Sea of Tan-Iricid.
thisting: Pibbers this when in danger.
thivin: A human derivative race of musicians and traders.
thombo: The basic riding creature.
Thone: Non-human (used in Thantier)

thriddle: The language masters of Jorune.
tlesk: Shanthic, "metal."
Tlon: The capital of Dobre.
toth: Resident non-citizens of Burdoth.
tothis: The period of citizenship application.
Tra: One of the seven moons of Jorune. The Warp Maker.
Triddis: The language of thriddle.
trid nodes: Thriddle "nose," located to the rear of these creatures.
tristy: Thriddle eyes.
unweave: To dismantle an orb or bolt.
Vinteer: The capital of Voligire.
Voligire: (VOLE-Ih-Guyer) The realm of ramian.
Vosule, waters of: Treacherous waters south of Voligire.
Warp: An connection between two points on Jorune. (warp window)
wasto: aka scrade.
West Trinnu Jungle Lands: Border the East Trinnus.
Wholl: Woffen drink.
whosins: String instrument similar to a violin.
woffen: An Iscin-created race of intelligent, bipedal wolves.
Yobre: Capital of Lundere, the woffen realm.
yord: Local patrols.
yordeh: Lawyer.
yordigs: Laws.



JORUNE RULES SUPPLEMENT

WRITTEN AS AN UPDATE TO CHAPTERS 2,3,4 and 5 OF
THE PLAYER MANUAL IN SR101
REVISION 8/87

OVERVIEW OF CHANGES

1. Spot and Listen have been added as characteristics. Social, Color and Education take on a slightly new meaning. No characteristic can exceed 18, and bonus die rolls can not be used to raise characteristics beyond 15 (don't worry, everything will work out fine).
2. Color Points have been added. They are like Isho Points, and may exceed 18.
3. The Character Sheets have been redone, adding many new skills, cleaning up the percentages and greatly simplifying the system.
4. Occupation types have been added for rapid character sheet generation, NPC generation, and for a better grasp of the world.
5. There are new descriptions for all the skills which include variable levels of competence and success.

Our theme in creating this supplement was to implement a system for skills that is easy to use because it is intuitive, not mathematical. The changes to the characteristics make for better role-playing, and less counting. Far less time will be spent stagnating on the character sheet - you'll spend that time on Jorune instead. We view the changes as improvements and refinements on a system that we enjoy gaming.

The Staff of SkyRealms Publishing

JORUNE RULES SUPPLEMENT TABLE OF CONTENTS

SECTION 1: CHARACTERISTICS.

How to roll characteristics. Definitions of the characteristics. How they are used in gaming, how to make rolls against them. Some characteristic meanings have changed slightly and two new ones have been added (Spot and Listen). This replaces chapter 2 of the Player Manual (pages 2-5).

SECTION 2: NAME, RACE, ORIGIN, PURCHASES.

Choosing a name, race and origin (Companion Jorune: Burdeth is an excellent aid for this); some samples are provided. Costs of various items are listed although descriptions of these items are located in the Player Manual (pages 28-29) and the Sholari Guide (pages 50-60).

SECTION 3: SKILLS AND PROFESSIONS.

Choosing occupation groups, skill groups, bits of practical knowledge, and dyshas (if a Caji character). Levels of competence and how each skill is used. Descriptions of the skills.

SECTION 4: IMPROVING YOUR CHARACTER.

Increasing skills, dyshas and characteristics. How often rolls are made for increases, what rolls are made. A discussion of drenn points and the requirements of Drennship.

SECTION 5: ERRATA.

Errors to be corrected in the Jorune boxed edition.

NOTE: The term "Skill Level" is used throughout this rules supplement. Characters can know a skill at Skill Levels 0 through 10. The higher a character's Skill Level with a skill, the higher the chance of success when using the skill and the greater the accomplishment upon success.

Inexperienced refers to	Skill Levels	0,1
Familiar refers to	Skill Level	2-4
Experienced refers to	Skill Level	5-7
Seasoned refers to	Skill Level	8-10

In creating character sheets, when the words Inexperienced, Familiar, Experienced, or Seasoned are used, always assume the lowest level for that word. So, if a character starts out familiar with his bargain skill, that means skill level 2, not 3 or 4. However, if the Sholari describes a non-player character "as an experienced seaman," that could refer to any of levels 5, 6, or 7.

SECTION 1: CHARACTERISTICS

REVISED CHARACTERISTICS

Please read the description of the characteristics. Some of their meanings have changed slightly, and Spot and Listen have been added as characteristics. All rolls for characteristics are 3D6 (three six-sided dice added together). MOST IMPORTANT: NO CHARACTERISTIC CAN EXCEED 18.

ROLLING AGAINST CHARACTERISTICS

There are tasks that require a "roll against a characteristic." To succeed in such a roll, a player must roll 3D6 lower than or equal to the characteristic in question. For example, to succeed in rolling against a Constitution of 15, a player must roll a 3 through 15 on 3D6. The Sholari may require 4D6 to be rolled in cases of difficulty or hardship, making it more difficult to succeed. In still other situations, the Sholari may call for a penalty on the roll - telling the players to add some number to their rolls.

I. THE FIRST GROUP OF CHARACTERISTICS

CONSTITUTION: This represents the general health and well being of a creature; it also determines how much injury a character can take before going into shock and the rate at which the body recovers from wounds. The "Stamina" characteristic is initially set equal to a character's Constitution, and is recorded next to the body diagram on the inside of the character sheet. All advantage penalties that a character suffers from injury are doubled and subtracted away from Stamina. When Stamina falls below 0, a roll of 4D6 is made against Constitution. If the roll is greater than the character's Constitution, the character falls unconscious and will go into shock unless a first aid roll is made successfully by a friend.

Rolls made against Constitution on 3D6: To see if a character comes down with the dreaded "locurian greyn" when exposed, roll against Constitution. To see if the knock-out limlata succeeds at putting the character under the table, roll against Constitution modified a penalty of 3 (due to the drink's potency).

SOCIAL: Social is used to determine a character's background: wealth, family and friends. It rises only when characters interact with a group of people of higher Social than themselves. Social is also used in determining drennship. A character's "Drenn Points" start out equal to Social. When Drenn Points reach 50 for humans, 60 for boccord, and 70 for muadra, the tauther becomes a drenn candidate and may attempt the Drenn Test. The roll for success to achieve Drenn is 3D6 against Social. More about achieving Drenn and gaining Drenn Points at the end of Section 4. Look on the table below to determine your character's initial Skill Level in Interaction and Etiquette. A D6 is rolled for Interaction and a number may be added or subtracted. Treat a Skill Level less than 0 as 0.

SOCIAL	INTERACTION SKILL LEVEL	ETIQUETTE SKILL LEVEL
3 - 9	D6-1	0
10 - 11	D6	1
12 - 14	D6	2
15 - 16	D6+1	3
17	D6	5
18	D6-1	7

COLOR: The Color Characteristic never rises above 18. It can be considered a character's Isho I.Q. Color has many uses. First, it is used to determine the number of "Color Groups" a character knows. There are seven groups in all. The more color groups a character knows, the wider the selection of energy abilities he or she can choose from. Energy abilities are orbs, bolts, interference skills, and unweaving skills. Also, characters cannot activate crystals of a color that they are not familiar with. The Color Characteristic increases very rarely; they never exceed 18.

COLOR CHARACTERISTIC	# Of Color Groups
3 - 5	0
6 - 8	1
9 - 10	2
11 - 12	3
13 - 15	4
16	5
17	6
18	7

How to choose color groups wisely

Players for muadra characters choose their color groups based upon what dyshas they want to learn. If they want their characters to know lightning blast or other Desti dyshas, they must choose the Desti group. (See page 4 of the character sheet for a listing of dyshas by color group.)

Players for humans and boccord characters choose their groups based upon the types of crystals they want to be able to use and dysha groups they want to be able to interfere with. (Page 54 of the Sholari Guide describes the various crystals.)

The color groups are: Shal, Ebba, Du, Gobey, Desti, Launtra, Tra. Everyone gets to choose color groups. They are all equal for the choosing, though there are advantages and disadvantages to each group (See chapter 4 of the Player Manual for more details). When you choose a color group, highlight the name of the group on the back of your character sheet under dyshas and unweave if your character is muadra, and under interfere if you are playing a human or boccord character.

Color Points

The words Color Points appear on the last page of the character sheet. Color Points can exceed 18. They increase as a character learns more energy skills. Color Points are set initially equal to Color Characteristic for humans, and twice the Color Characteristic for muadra and boccord. Whenever a player's Color Characteristic goes up by 1 point, his Color Points go up by 1 point if he is a human, or 2 points for both muadra and boccord.

II. THE SECOND GROUP OF CHARACTERISTICS

STRENGTH: This is a measure of the physical strength of a character compared to others of the same race. The Strength characteristic is used to determine maximum lifting weight and for the character's Strength Bonus. Players will often be asked by the sholari to roll against their character's Strength to see if they are able to hold on to something. Lifting strength is defined as:

The maximum weight that a character can lift in pounds is:

The character's Strength x 10 plus:

0 Lbs.	Muadra
100 Lbs.	Human
200 Lbs.	Boccord

Strength Bonus is determined by the following table:

STRENGTH	STRENGTH BONUS
3 - 7	-1
8 - 15	+0
16 - 18	+1

Find the character's Attack Bonus by adding together a character's Size Bonus and Strength Bonus. The Size Bonus is listed below:

RACE	SIZE BONUS	OTHER RACES OF THE SAME SIZE
Muadra	-1	Thridle
Human	+0	Woffen, crugar
Boccord	+1	Ramian
	+2	Bronth
	+3	Croid, corastin

Rolls against Strength on 3D6: To hold on to your sword when the arm has suffered a minor wound, roll against Strength. To grab a scragger off of you after it has gotten a bite in, roll against Strength.

Note: Use the difference between the character's Size Modifier and that of the object being resisted as a bonus or penalty added to the character's Strength before rolling. For instance, a boccord would add 3 to his Strength before rolling if he was trying to pull off a beagre - the reason being that a beagre has a defense size of -2 and a boccord has a Size modifier of +1 (beagre are small and boccord are large). On the other hand, if a boccord were trying to get away from a ramian who had a good grip on him, the roll against Strength would go unmodified (the ramian's Size Modifier of +1 cancels the boccord's +1).

Inanimate objects should be assigned a Size when characters apply their Strength against them. Double bonuses and penalties to Strength if the roll is made against an inanimate object. A heavy door that won't budge might have a Size of +3, a stick that's hard to crack, +0.

EDUCATION: characteristic is used to determine what skills a character knows. It is used extensively in Section 3 of this supplement. Every point of Education will be valuable. It is also used to determine the character's initial Skill Level in both written and spoken Entren.

EDUCATION:	WRITTEN SKILL IN ENTREN	SPOKEN SKILL IN ENTREN
3 - 9	0	7
10 - 12	2	8
13 - 14	5	9
15 - 18	8	10

Rolls made against Education: To see if a character knows some fact that doesn't fit well into any category on the character sheet, roll 3D6, 4D6, or 5D6 against Education. The harder the category, the more dice that should be rolled. Assign a penalty in the case of hard questions. A character being asked about the chell of a small city in South Khodre would roll 4D6 against Education (4D6 because foreign Politics isn't an easy subject), and would take a penalty of +3 on the die roll (because the small city is really a small city).

ISHO: Isho is the Shanthic word for life, energy, and vitality. The word Isho appears twice on the character sheet. Listed next to Strength and Education is the "Isho Characteristic." On the back page of the character sheet is a box for "Isho points." Isho Characteristic is just like any other characteristic. Isho points, on the other hand are the number of points of Isho that a muadra, human, or boccord can expend in one day (approximately, some characters will regain their Isho faster than others). Humans, muadra and boccord all record the initial number in the Isho Characteristic; humans and boccord write this same number in the Isho Points section. Muadra double their Isho Characteristic before recording it in the Isho Points section of their character sheet. The Isho Characteristic rarely changes, but Isho Points climb with time and practice.

Muadra slowly increase this characteristic by practicing dyshas they know well. The higher their Isho Characteristic, the more rapidly their Isho Points will increase. Points of Isho are temporarily drained when muadra use their energy abilities (dyshas). Humans and boccord drain their Isho points when they interfere with dyshas or use their scanning skills. After a good night's rest, creatures of all races return to maximum Isho. Muadra can learn to draw in extra Isho when they need it, such as in the event of an upcoming combat. Because humans and boccord are unable to create dyshas (energy attacks), and can only use their Isho defensively (to interfere with muadra attacks) or to investigate nearby Isho, this characteristic is less important to them. Interference requires one point of Isho for every 2 points of incoming Isho. The scanning skills are described in the skills section, but most of them require Isho as well. The activation of a crystal requires one point of Isho.

The activation of a crystal requires one point of Isho.

Disregard the "Maximum Isho" section on page 16 of the Player Manual. It required too much bookkeeping.

III. THE THIRD GROUP OF CHARACTERISTICS:

SPEED: This is the maximum speed at which a character can sprint in units of meters per round. The number of 2 meter hexes a character can sprint through is Speed/2 each round. In the first round of sprinting, Speed is cut in half (round fractions down). This is an important characteristic when being pursued by a pack of beagre or scragger, or when trying to capture a fleeing opponent. Speed is temporarily reduced when characters suffer wounds. A minor wound to a leg cuts a character's Speed in half, and Speed is also penalized by the same number as Advantage Loss; thus, when a character suffers a major wound to the body, his Speed is reduced by 4 points (because a major wound inflicts a 4 point penalty to Advantage). A minor wound to the body would decrease Speed by 2 points. A minor to the leg would reduce Speed by 2 and then divide Speed by 2 (a Speed of 14 would become 14-2=12, 12/2=6, 6 under those circumstances).

AGILITY: Many skills rely upon Agility. A character's beginning Skill Level in the Athletic skill group is determined by Agility. In addition, the sholari will often ask players to roll against their Agility to see if they succeed at a task. Look up a character's Agility on the following table to determine initial Skill Levels in the Athletic Skill Group, Conceal Self (in the Outland Group) Move Silently (also in the Outland Group), and the combat skills on the front of the character sheet from def w/o weapon down. Any characteristic

followed by a dash 'A' on the character sheet is initially determined by Agility.

AGILITY	INITIAL SKILL LEVEL
3 - 6	0
7 - 10	1
11 - 13	2
14 - 16	3
17	4
18	5

Characters of Agility 16,17,18 are automatically combat skill level 1 with all hand-to-hand skills.

Rolls against Agility on 3D6: To remain standing after suffering a minor wound to a leg, roll against Agility. To catch a gemlink tossed to you from a friendly drenn, roll against Agility. To step on the granthix beetle before it crawls under your chair in the illidge, roll against Agility.

AIM: Aim is important in determining the chances of hitting a target with a range weapon like an arrow or an energy weapon. Muadra need good aim to successfully hit with their dyshas (orbs and bolts). Practice can increase a character's skill, but Aim determines a character's initial skill level and maximum potential when using range weapons. Range combat is discussed in chapter 6 of the Player Manual. The following table gives the initial Skill Levels for all range weapons bases on a character's Aim. Characters start out at Skill Level 0 with all aimed weapons unless they trained with them specifically. This will be described more in the skill's section under Range Combat.

Aim	Initial Skill Level for Range Combat	Maximum Skill Level for Range Combat
3 - 7	0	6
8 - 12	1	7
13 - 15	2	8
16	3	9
17	4	10
18	5	10

Although skill at range combat can increase for a character, it may never increase by more than 6 Skill Levels. Thus, a person beginning at skill level 2 (for range weapons) could never surpass level 8 (seasoned).

IV. THE FOURTH GROUP OF CHARACTERISTICS

LEARN: This is the ability of a character to learn from his or her mistakes or experiences, or to figure something out. Rolls of 3D6 are made against Learn from time to time to see if a character has increased in Skill Level with a skill dependent upon Learn. The 3D6 roll must be lower than or equal to the character's Learn for the Skill Level to increase. The system for improvement is described in detail in section 4 of this supplement. Rolls of 4D6 may be appropriate in circumstances where the character has not used the skill frequently.

Rolls made against Learn on 3D6: Some examples of using Learn in game play for situations where no skills on the character sheet apply: "The strange shanthic device almost seems to work, if only I could figure out the pattern to its operation..." "I've seen that man's face before, I wonder where?" "I wonder why the kim won't let me have my pouch back?"

SPOT: When characters are in a situation where they might be able to see someone hiding, or take notice of something out of the ordinary, the sholari calls for a roll against Spot. Those who roll less than or equal to their Spot characteristic will be told what they see. The sholari may assign unknown penalties or bonuses against this roll.

Rolls made against Spot on 3D6: A githerin fails on his roll to Stalk. Each player rolls 3D6 to spot him. If the githerin had succeeded, the rolls would still be made, but at a penalty, depending upon the stalker's Skill Level in stalking. If a tarro is hanging quietly from a tree up ahead, a roll for Spot could be called.

LISTEN: The sholari will call for a Listen roll if there is a chance that a character is able to hear something faint in the background. Those who roll lower than their Listen characteristic will be told what they hear. The sholari may assign unknown penalties or bonuses against this roll.

Rolls made against Listen on 3D6: A power orb knocks down a guard 40 feet away; do the players hear it? A thriddle is tip-toeing out of his room in the in-clip; do the characters next door hear him?

SPOT AND LISTEN FOR DIFFERENT INTELLIGENT RACES:

CREATURE	SPOT	LISTEN	CREATURE	SPOT	LISTEN
ACUBON & SALU	6+D6	8+D6	HUMAN	7+D6	7+D6
BLOUNT	6+D6	6+D6	RAMIAN	8+D6	7+D6
BRONTH	5+D6	7+D6	SCARMIS	5+D6	7+D6
CLEASH	6+D6	6+D6	SHANTHA	12+D6	8+D6
CORASTIN	4+D6	4+D6	THIVIN	7+D6	8+D6
CROID	5+D6	5+D6	THRIDDLE	8+D6	7+D6
CRUGAR	6+D6	8+D6	WOFFEN	6+D6	9+D6

ROLLING CHARACTERISTICS

No characteristic can exceed 18.

Rolls of 15 or higher cannot be improved.

Characteristics lower than 15 can be brought no higher than 15 with the use of bonus points (described below).

Have a piece of scratch paper ready. Roll 3D6 each for Constitution, Social and Color. You may swap the three rolls between these three characteristics. Roll a D6. This is your bonus die. Split these points up and add them to Constitution, Social and Color. Add more points to the characteristics you value more. You may not increase a characteristic beyond 15 with these points. If a characteristic is 15 or higher, you cannot add bonus points to it.

Roll 3D6 for Strength, Education and Isho. Swap the rolls as you wish. Roll the bonus die (D6). Caji characters leave their Isho characteristic alone (do not add 20 as in the old system), instead: multiply by two and record this number on the back page of the character sheet, under Isho Points. Humans and boccord record their Isho Characteristic, as is, in the Isho Points box.

Roll 3D6 for Speed, Agility, and Aim. Arrange them as you wish. Roll the Bonus die (D6).

Roll D6+7 for Learn, Spot and Listen. Swap the rolls. Roll the Bonus die (D6).

HINT...

Obeys the above restrictions as a favor to the game's sholari. During the course of gaming there will be many 3D6 and 4D6 die-rolls made against your characteristics. If your Constitution, Social, Color, Strength or Agility get too close to 18, you will rarely, if ever, fail such rolls. Success is made sweet only by its contrast with failure. It is no fun to be game master for a group of players whose characters have lots of high characteristics. A reasonable player can have loads of fun with a character of mediocre rolls. I know, I usually get stuck with characters like that.

ADJUSTING OLD CHARACTERS TO THESE CHANGES

If you have a character you have been playing with, make the following changes:

1. If any characteristics are above 18, bring them down to 15,16,17 or 18. Do this by subtracting D6 from each of these characteristics. If this is unsatisfactory, assign them as you wish. Keep in mind that it does not make sense to talk about characteristics above 18 because 3D6 die rolls are made against characteristics.
2. Keep Isho the same.
3. Set your Color Points equal to your present Color Characteristic. Then Bring Color back down to the 15-18 range. Color Points increase as your character learns new energy skills, but Color Characteristic will always be 18 or less.
4. If your character had high Boccord Signature skills, increase your Color Points a little higher.
5. Give yourself Spot and Listen rolls, each 7+D6. Swap with Learn if you wish.
6. Smile. Your character just got better; those characteristics on the front page are going to get used regularly in gaming.

We'll take care of skills in section 3, coming up.

SECTION 2:

RACE, NAME, ORIGIN, PURCHASES

RACE

If you have not already decided upon a race for your character, now is the time. Briefly, here are the advantages and disadvantages of each race:

Humans:

ADVANTAGES: Have the greatest influence and acceptance in Burdotherian society. Attaining drenn is easier for humans. Only humans can use energy weapons. Humans are larger and tougher than muadra.

DISADVANTAGES: Humans do not have the dyshas of muadra, nor the size and strength of boccord. Their Color sensitivity is not as acute as that of boccord.

Muadra:

ADVANTAGES: Only race able to use dyshas (orbs and bolts). Can become very powerful. Can learn to use shanthic devices with more ease than humans or boccord.

DISADVANTAGES: Smaller and weaker than both humans and boccord. More easily killed in combat. Unable to use energy weapons. Wield less influence in society than humans. Much fewer of them. Some stigma remains from the Energy Weapons War of 3445 when the caji fought against humans and their energy weapons.

Boccord:

ADVANTAGES: Large, strong, powerful. Rarely picked on. Hard to hurt or kill. Good at picking durlig. Better than humans in their ability to detect, alter, and mask their signatures (Isho ripples).

DISADVANTAGES: Must move slowly in crowds to avoid crushing people and attracting attention. Boccord are a minority among humans. Intimidating to other human races. Some prejudice and question over boccord mentality exists. Tend to stand out. Hard to be inconspicuous. Cannot use energy weapons. More difficult to attain drenn status than humans.

NAME

Here are some sample names for your character:

Daynis Corabe	Lailia MaHenry	Saybah Daveys
Voceridith Dem	Dharla Stevenson	Ken Shelker
Sandra Kosarry	Sloop Argelios	Mike Drammish
Lirgin J. Michaels	Bades Saulsmon	Dennis Dharmery
Lirra Shandane	Esilla Dur'Erris	Cayley Shandane

A FEW FIRST NAMES WITHOUT LAST NAMES:

Kenth, Durma, Skalmin, Hector, Dewsit, Hunch, Barley, Copper, Terry

SOME KID'S NAMES

Mar, Jan, Trinnis (creepy kid), Alyx, Dexter, Ferrit

ORIGIN

Choose an origin for your character. Companion Jorune: Burdother or Companion Jorune: Ardother contains dozens of interesting places from which your character can begin. If you don't have the companion, here are some suggestions:

ARDOOTH: Capital of the realm. Can't go wrong. Most beginning tauther are from Ardother because the Hall of Drenn is located within the citadel walls of the city.

GAUSS: Located in the heart of the Gauss Valley. Agriculture is the mainstay of the economy there, in particular, durlig.

SYCHILL: A major ocean trading capital. Many good sailors come from Sychill.

LELLIGIRE: Fabric capital of Burdother. The imported cushdin silk from the Cushindell Marshes is woven fabulously there. Lelligire and Sydra have been unfriendly to each other since the Ramian Invasion of 3113.

SYDRA: Home of the large temple called the "Thooh'sa." The Sydrans were driven from their homes in 3113 (the present is 3486) to Syls where they founded the city of Elds. Some of these people fled to the forest of Gloada, where their descendants stayed on to the present.

GLOADA: From the heart of the Burdotherian forest.

PURCHASES

Characters begin with 3D6 gemlinks with which to make their initial purchases. Here is a list of things to spend money on. You can read descriptions of the various items and services in the Player Manual (pages 28-29) and in the Sholari Guide (pages 50-60). The prices listed here are for a small city, like Mar (on Burdother's east coast).

Drink of rusper	3	gu	Tip on an expensive meal	5	gu
Tip on a drink	1	gu	Night at a scroungy inclep	15	gu
A small meal	3	gu	Night at a comfortable inclep	40	gu
Fast food in Ardother	2	gu	Night at a classy inclep	1	gl
Tip on a small meal	2	gu			
One handed sword	3	gl	Thikes	100	gu
Two handed sword	4	gl	Sling	10	gu
Knife	20	gu	Spear	60	gu
Axe	250	gu	Bow	2	gl
Battle axe	6	gl	Long bow	350	gu
Club	40	gu	Light cross bow	4	gl
Mace	1	gl	Heavy cross bow	650	gu
Morning star	150	gu	A suit of leather armor	1	gl
Staff	50	gu	A suit of mail armor	1	gm
Thombo & grounding spike	5	gl	Saddle bags	35	gu
5 meters of rope	20	gu	Thombo saddle	30	gu
Lantern	35	gu	Bochigon saddle	2	gl
Oil for a lantern	5	gu	Talmaron saddle	2	gl
Lock & key	25	gu	Horse saddle	1	gl
Metal chest	50	gu	Thombo grounding spike	5	gu
Spikes & hammer	15	gu	Arrows (each)	4	gu
Torch	4	gu	Cross-bow bolts (each)	10	gu
Water skin	5	gu	Shovel	20	gu
Shield (wood w/metal)	5	gl	Pick	15	gu
Toth clothing	20	gu	Thombo cart	4	gl
Tauther clothing	30	gu	One weeks rations	20	gu
Drenn clothing	2	gl	Ceramic viles	3	gu
Kesht garb	1	gm	Leather bound glass viles	15	gu
Clothing for a yord	75	gu	Magnifying glass: UN	1	gm
Professional clothes for:			Telescope (10x): Rare	7	gm
Yordeh, kim member, Iscin:	5	gl	Grooming brush	3	gu
Backpacks	15	gu	Small boat (rowboat)	4	gl
Function cell recharge: UN	1	gl	Power cell recharge: UN	1	gm
Brynk hard wood (2"x4"x12"): UN	50	gu	Giddyne: UN	10	gl
Challisk	1	gl	Giggat pipe: Rare	2	gl
Cleash eggs (average): UN	5	gl	Jampers: Rare	15	gl
Dichandra stone: UN	3	gl	Tenter shines: UN	3	gl
			Whosins: UN	5	gl
Bounty on:					
Sherrids (scrade)	2	gl	Thailiers (Dhar Corondon)		
Canther (cleash)	5	gl	For each foot of thailier	4	gl
Chivs (ramian)	7	gl			
All food prices per pound					
Coditch	1	gu	Kayedi	1	gu
Creshi	5	gu	Mallmis	0	gu
Pickled creshi	10	gu	Rusper	8	gu
Durlig	5	gu	Scolian rusper: UN	40	gu
Gerrig	2	gu	Stomeh	2	gu
Giggat larvae	3	gm	Whall	3	gu
All services per day					
Beaster	1	gl	Fadri (thriddle)	1	gl
Condrij (fighter)	1	gl	Hishtin	3	gl
Daijic	50	gu	Querrid	10	gu
To have challisk marked					
Dysha service (depends)	50	gu			
Bureaucratic service	10	gu			
Challisk cleaned	10	gu			

SECTION 3: SKILLS

OVERVIEW

The term "Skill Level" refers to a character's capability or competence with a skill. Skill levels run from 0 to 10, with Skill Levels 0 indicating complete Inexperience, Skill Level 1 indicating minor exposure, levels 2,3,4 indicating Familiarity, levels 5,6,7 indicating Experience, and 8,9,10 denoting Seasoned level with a skill. As a character uses a skill it goes up in Skill Level (from time to time). All the numbers listed for the different skills on the character sheet tell the chance of using a skill successfully at each level.

Inexperienced refers to	Skill Levels	0,1
Familiar refers to	Skill Level	2-4
Experienced refers to	Skill Level	5-7
Seasoned refers to	Skill Level	8-10

USING SKILLS:

ROLLING FOR SUCCESS

Before choosing your character's skills, we thought it would be helpful if you knew what all those numbers in the skill section of the character sheet meant and how to roll for success and failure.

Combat skills, Athletic Skills and Dyshas use a D20 roll for success. The *higher* the roll, the better. All other skills have percentage chances and use a D100. The *lower* the roll of the D100, the better.

Hand-to-Hand Combat Skills

The number listed for hand-to-hand combat skills are the minimum numbers needed on a D20 roll for success. Thus, a person of Skill Level 2 with a sword (Familiar) would need an 11 or higher on a D20 roll. Chapter 6 of the Player Manual describes combat in detail.

HIGH ROLLS ON THE D20 ARE GOOD IN COMBAT.

Range Combat Skills

The numbers needed to hit with range weapons are listed on the combat summary sheets. To succeed with a range weapon, roll as high or higher than these numbers on a D20. The numbers listed on the character sheet for range combat skill levels are the modifiers to these D20 rolls. Thus, a character of skill level 4 with the bow would get a 2 point bonus on any bow attack.

HIGH ROLLS ON THE D20 ARE GOOD IN RANGE COMBAT.

Dyshas

Once a caji is competent with a dysha, a roll need never be made for correct weave of an orb or bolt. In the process of learning a new dysha, failures are common. Each dysha has a listing for skill levels 1 through 5 which is the number (or higher) needed on a D20 for a successful weave. A roll lower than the number listed indicates a mis-weave; the Isha is wasted as the orb unravels or the bolt fragments. All beginning dyshas begin at skill level D6. Treat a roll of 6 as a 5 (fully competent, needs a 1 or higher on a D20 roll). Rules for increasing skill levels and learning new dyshas are presented in section 4 of this supplement.

ROLLING FOR THE SUCCESS OF ALL OTHER SKILLS

(not combat skills or dyshas)

Percentile dice are used to determine the success of most skills. To succeed with a skill, the D100 roll must be lower than or equal to the number listed on the character sheet for that skill. The description of each skill tells what happens in the cases of success and failure for each skill. Most skills go into more detail and describe success and failure at every level of competence. Thus, if a character of skill level 6 (Experienced) succeeds on a roll for Silent Movement, he or she would be more silent and harder to detect than a character of skill level 2 (Familiar) who had succeeded on a roll with this skill.

Just Missing a Roll (*darn it!*)

If a roll is missed, there is a chance that the player avoids complete failure. This is only for non-combat skills. Count the number of Skill Levels that the roll missed by. For example, a 75 is needed for a character at Skill Level 5 in Flora Recognition. A roll of 83 would have been success at Skill Level 6, but not at 5. The character would have missed the roll for success by 1 Skill Level.

For every Skill Level of failure, drop the character's competence down by a whole category. Thus, in the case above, if the roll had been successful, the

character would have performed the skill at an Experienced level of competence (for being skill level 5). Because the roll was failed by 1 Skill Level, the character performs the skill at a Familiar level of competence. Obviously, if a character fails by 2 or 3 skill levels, he fails completely.

Seasoned => Experienced => Familiar => Inexperienced (Unfamiliar)

After dropping down to lower and lower levels of success, the character fails. However, failure is different for people of different levels of competence. A seaman seasoned at navigation would probably make a less serious error than someone just Familiar with navigation.

Rolling Really Well

If a character succeeds on a roll by many Skill Levels they succeed at a higher level of competence than normal. For every 3 skill levels rolled better than needed, the character succeeds at one higher level of competence. In the last case, a 75 was needed for a character of Skill Level 5 (Experienced) to succeed at his Fauna Recognition skill. If that character rolled a 13 (Skill Level 1 in Fauna Recognition) the roll would have been successful by 4 skill levels. The character would have performed at a Seasoned level of competence because of the really low roll.

A ROLL OF 96 THROUGH 100 ALWAYS MEANS SOME SORT OF FAILURE OR MISHAP.

PICKING SKILLS

Using your Education characteristic, you will choose skills for your character. The process has 3 steps:

STEP 1. Use Education points to choose Skill Groups, Occupation Groups, and Dyshas (for muadra characters).

STEP 2. Use Education points again with one point of Education represents one Skill Level increase with any skill on the character sheet (not dyshas, and not skills with *'s next to their names). Skills cannot be pushed past Skill Level 5 by doing this.

STEP 3. Use Education points one last time. This time, for every point of Education, raise one of your skills in Practical Knowledge by one Skill Level. You can raise these skills to whatever Skill Level you like if you have the points.

NOTE: There are three areas on the character sheet where skills are listed. Do not forget to look at all three sections when selecting your skills.

- (1) The front page: Action Skills
- (2) The third page: Role-Playing Skills
- (3) The fourth page: Isha Skills

(Do *not* multiply your Education by 10 as in the old system.)

STEP 1:

Occupational Groups, Skill Groups, and Dyshas

A Skill Group is a set of related skills that fall into a category, like City Skills, or Animal Handling Skills. You see groups like these on the inside of your character sheet. The number listed next to each Skill Group is the number of Education points necessary to become Familiar with 5 skills from that group and Experienced with 1 skill from the group (Familiar is Skill Level 2 and Experienced is Skill Level 5). There are exceptions to this rule. They are noted directly on the character sheet.

Note: Hand-To-Hand weapon skill levels for ATT (attack) and DEF (defense) are always the same. Raising them together counts as raising one skill.

The Occupational Groups are more expensive, but they give the character all related skills to the occupation. The Occupational Group for sailor gives not only competence with sailing skills, but also with the knife, different athletic skills, languages, and geography - most of what a sailor would know.

CAJI CHARACTERS: Your dyshas are picked with these same Education points, so choose carefully. One Education point buys one dysha. This is the only way to choose initial dyshas. You can not choose dyshas in Steps 2 or 3. Roll 1D6 for beginning level (*treat a roll of 6 as 5*). You may only choose dyshas from the lowest rank of each group. Thus, in Desti, lightning blast and

stiff could be chosen, but in Gobey, only Shield can be chosen. After your character begins gaming, the rule for getting better dyshas will be that you can go further into a Color Group as long as you have learned (at full competence) a dysha from each of the lower steps in that group. The steps are separated by a thin line.

When an Occupational Group and a Skill Group are chosen that both give some of the same benefits, you receive full benefit from only one of them. The effect other one is to increase the character's skill level by one level.

STEP 2:

Skill Level Increases

Round out your character's skills by again using your Education points (starting out at scratch again) to increase whatever skills you wish. Every point of Education represents one skill level of increase. You may not increase skills with *'s listed after them unless you have chosen the Skill Group in Step 1 (above). Skills may not be increased beyond Skill Level 5 in this way (without sholari permission). Any points you were unable to spend in step 1 can be used as extra points in step 2. You may not choose dyshas in Step 2.

Hand-To-Hand weapon skill levels for ATT (attack) and DEF (defense) are always the same. Raising them together by one skill level counts as raising one skill by a skill level.

No skill can be raised higher than skill level 5 (experienced) with individual skill points. Don't raise skills with *'s next to them unless you have chosen the skill group in Step 1.

Dyshas cannot be chosen with individual skill points. Dyshas cannot be increased except through playing.

STEP 3:

Practical Knowledge

For every point of your character's Education, increase one of your Practical Knowledge skills by one Skill Level. Raise'm to whatever skill level you want. Waste em', become an expert in Arithmetic, Current Events, Weather Prediction, History, bugs, etc.

SUGGESTION: Use a highlighter to mark all skill levels up to the one you character has in each skill. If you're skill level 4 in dancing, mark the percentages for Skill Levels 0,1,2,3 and 4 in dancing with highlighter.

WHAT TO DO IF YOU HAVE AN OLD CHARACTER SHEET

You will note that a few skills are missing or renamed. If those skills were important to you, scribble them down somewhere and keep on using them. Other than that, just copy each skill over at whatever skill level you have. If you were right in the middle of increasing one of your skill levels, roll against the appropriate characteristic (described in section 4) to see if it goes up. If there are any other points not covered, talk them over with your sholari. Don't think that you're getting away with anything, because sholari's have ways of dealing with their players too horrible to mention...

DESCRIPTIONS OF SKILLS AND SKILL GROUPS

Okay, now you know how to use skills and how to pick them. The only thing you're missing is descriptions of the Occupational Groups and the skills themselves. We provide descriptions of every skill and its variable levels of success. Descriptions of the dyshas are not reprinted from the Player Manual, pages 22-25.

OCCUPATIONAL GROUPS:

MILITIA: 6 pts, 3 years (part time)

Roll Against Spot, Listen, Constitution, Strength, Aim and Agility for increase. Roll higher than the characteristic and it increases by 1 point.
Familiar with Knife & Fist.
Familiar with one pole-arm or one sword type. Familiar at Shield if one hand-weapon was chosen.
Familiar with all Outland. Experienced with Set Up Camp.
Experienced with military etiquette.
Experienced with Earth-Tec in Practical Knowledge.
All Athletics + 2.

BURDOTHIAN MILITARY: 2 more points, 3 more years

Pre-requisite: Militia

Those entering the Burdothian Military do not enroll in the militia for 3 years part time, but go straight into the military. They receive all of the militia-type training, but gain additionally one of the following groups:

Infantry:

Experienced with a pole-arm weapon and a sword weapon.
Experienced with shield.

Caji Infantry

Pre-Requisites:

Must have Color of at least 13

Must have all of the following: Ebba, Gobey, Launtra.

Skill level 5 with: Power Orb, Shield, Wall, Healer, Night Eyes.
Add 3D6 to Isho Points. Next, roll against Isho on 3D6. Failing to roll under your character's Isho gains an additional 10 Isho points.

Archer:

+3 skill levels to bow, long bow or cross-bow.

Cavalry

Experienced with Animal Handling thombos, horses, bochigon.
Experienced with one pole-arm or one 1-hand weapon.

Talmaron Unit

Experienced at handling talmaron.
+2 range combat skill with one bow weapon (not long bow).
Spot +1

Marine

Swim +3
Experienced with one additional weapon: bow or hand-held.

SAILOR: 4 pts, 3 years

Sailors are:

Familiar with all sailing skills, Experienced at Seamanship.
Familiar with knife.
Familiar with Geography (Practical Knowledge)
Athletic group +1 to all skills, Swim +3
Familiar with two languages (spoken).

YORD: 2 pts, 2 years

Yords are:

Experienced at Getting Around
Familiar with pole arms or Familiar with one type of sword.
Familiar with knife & fist
Familiar with Interaction skills with human races.

GITHERIN: 7 pts, 6 years (start young)

Pre-requisite: Agility must be greater than or equal to 12

Familiar with all Githerin Skills. Experienced with 2 of them.
Experienced with knife.
Familiar with city skills. Experienced with 2 of them.
Athletic skills +2.

MERCHANT: 6 pts, 4 years

Familiar with City Skills (choose 5 cities). Experienced with Bargain.
Familiar with Outland.
Experienced with Geography (Practical Knowledge).
Familiar with Current Events.
Familiar with 2 other languages (not shanthic).
Familiar with 1 weapon.

FARMER: 3 pts, years as a youngster

Familiar with all Outland. Experienced with 2 of them.
Familiar with handling 3 animals. Experienced with 1.
Familiar with Flora and Fauna Recognition.

TRANSLATOR: 6 pts, 10 years (some early on)

Experienced with 2 languages written. Familiar with Interaction & Etiquette.
Familiar with 2 languages written only.
Fluent in one language written and spoken. Experienced in its Interaction & Etiquette.

Familiar with all City Skills. Experienced with Bureaucracy.
Entren spoken and written at Skill Level 10.
Experienced with Geography in Practical Knowledge.
Experienced with Bits of Languages (Classics).

ISCIN: 12 pts, 6 or 7 years (classical or outdoor)

The Iscin skill class encompasses many fields of knowledge. Becoming an Iscin requires years of dedication during which time many basic skills are studied. Iscin begin with a broad educational base. Assuming an apprentice begins at the age of 16 or 17, a classical Iscin begins at the age of 23 or 24. Iscin rarely attempt Drenn, preferring to remain apolitical. The libraries and Iscin halls of Gauss, Ardoth, S'Nabla, D'Loo, and Tan-Iricid are available to Iscin for reference and research. At high levels of expertise Iscin usually publish their work in these halls of knowledge. There are two types of Iscin, classical and outdoor. Both are described below:

Classical

Classical Iscin are familiar with research and study in pursuits of a classical nature, such as history, mathematics, literature and philosophy. They usually live in cities where libraries are available. Such Iscin have the following skills:

THE CLASSICS: Familiar with all, Experienced with 1.

SCIENCES: Familiar with 2.

3 languages: Familiar written, Interaction, Etiquette. Can't speak them.

2 languages: Experienced written, Interaction, Etiquette. Familiar spoken.

1 language: Seasoned written, Interaction, Etiquette. Experienced spoken.

CITY SKILLS: Familiar with all. Experienced with Bureaucracy.

Outdoor

Outdoor Iscin are the more scientific types. They travel more, spending their time in the field. Iscin of this type study biology, zoology, Earth-tec, Shanthic technology, physics, etc. Such Iscin have the following skills:

PRACTICAL KNOWLEDGE, FLORA & FAUNA

RECOGNITION: Experienced.

ATHLETIC SKILLS: +1

SCIENCES: Familiar with all, Experienced with 1.

CLASSICS: Familiar with 2.

OUTLAND: Familiar with all.

LANGUAGES: Seasoned with 1 in speaking, Experienced written, Familiar Interact and Etiquette.

DESCRIPTION OF SKILLS

COMBAT SKILLS

Hand-to-hand combat skills use a D20 to check for success. One skill counts as both a skill level in ATT (attack) and DEF (defense).

The Advantage modifier to use on the character sheet for hand-to-hand combat depends upon the weapon used. A character of combat skill level 5 with a sword would fight with an Advantage modifier of +2; if that same character is skill level 2 with a two-handed sword, the Advantage modifier with that weapon would be +0. The same is true for defending without a weapon and evades.

Entanglement (needs attack advantage)

An entanglement attack is an attempt to lock weapons with an opponent, thus holding him at bay. On a successful entanglement attack, neither opponent may use the locked weapons. An entanglement is considered an attack. Characters may make a defense roll against a entanglement attack. The entanglement ends when the character with the higher advantage decides to break it off. During the entanglement, the character with the higher Attack Modifier can push the other character back 2 meters per round. If both characters are of the same Attack Modifier, roll a D20 to break the tie.

Tackle (needs attack advantage)

A tackle is an attempt to bring an opponent down to the ground. Before a tackle can be made, a successful roll to Advance is necessary during the same round. If both these rolls are successful, it still must be determined that the opponent was actually pushed to the ground. The tackler must roll 3D6 successfully against Strength, and the defender must fail on the same roll. Double each person's Attack Modifier and add it to their Strength before the 3D6 rolls. Thus, a boccord of Strength 13, Attack Modifier +1 would need a 15 or lower on 3D6 to tackle a muadra of Strength 16, Attack Modifier -1. How-

ever, the muadra would remain standing if his 3D6 roll was 14 or lower.

In a situation where someone has their back turned, a 3D6 roll against the attacker's Strength is all that is needed.

Advance (needs attack advantage)

An advance brings a character in one weapon closer. From pike range to sword range, or from sword range to fist or knife range. The defense against an Advance is a Withdraw. If the Advance roll succeeds and the Withdraw roll fails or is not made, then the person advancing has made it in closer. Those unable to defend against an Advance suffer a penalty of 5 points to advantage while using a weapon at a range too close (using a sword against an opponent 2 feet away with a knife). Likewise, the person who made the advance receives a bonus of +5 to advantage each round. The advance is lost as soon as the defender can make a successful withdraw roll, or when the defender's Advantage roll is higher than the advancer's (include bonuses and penalties when deciding).

Withdraw (any Advantage will do)

Described in the above paragraph on Advance.

Defend with no Weapon (defensive advantage required)

When a character is forced to fight but carries no weapon, defense is still possible. Dodging provides this for the unarmed.

Defend with Shield (any Advantage will do)

Defending with the shield greatly reduces the chance of being hit, but it also reduces a character's Advantage by 2 points. A shield can be used every round, regardless of Advantage roll.

Evade & Fall (defense Advantage needed)

The evade is an all out effort to avoid being hit during a combat round. Making an evade reduces a character's next Advantage Roll by 5 points. In addition, there is a chance that the character falls during the evade. On very high rolls for the evade, the character falls.

Range Evade & Fall (defense Advantage needed)

The range evade involves pretty much just hitting the dirt or jumping to the side from an imminent range attack. To make a range evade, a character's Advantage must be no lower than 5 below his opponent's. If his Advantage is higher than his opponent's, he receives a bonus of 5 on the roll. There is an excellent chance of ending up on the ground after a range evade (only use natural rolls to fall; don't let the bonus of 5 push characters down). Subtract 5 points from a character's Advantage next round who makes such a defense.

RANGE COMBAT

The numbers listed for range combat are modifiers to D20 rolls to hit. Chapter six of the Player Manual covers the topic of range combat starting on page 37. The Advantage Modifier to use with a range weapon is based upon the skill level with that weapon.

ATHLETIC SKILL GROUP

The numbers listed on the character sheet for the athletic skills are modifiers to die rolls made for success on a D20 roll. Each of the physical tasks are described below:

Jump

When a character attempts to jump, the sholari judges the situation and picks one of the following adjectives to describe it:

The difficulty of a jump

EASY: (roll a 2 or higher on a D20) The average person should have no trouble succeeding. There is a chance of failure involved, but the odds are overwhelmingly favorable.

FAIR: (roll a 4 or higher) Not easy, but reasonable. Failure seems unlikely, but possible. Definitely some level of risk involved.

HARD: (roll an 8 or higher) Good chance of failure.

REALLY PUSHING IT: (roll a 12 or higher) Bad odds. Wouldn't want to stake your life on it.

IMPOSSIBLE: (roll a 18 or higher) Looks bleak.

SHATNER: (roll a 22 or higher; obviously only for those of high skill level at jumping). Need we explain further?

NOTE: These are intuitive descriptions, not precise definitions. Obviously, an "impossible jump" can be made, but if you saw eight people before you jump

to their deaths and you were next in line, you would consider it an impossible jump too.

Size Modifier

Next, the sholari modifies the difficulty of the jump by the size of the creature jumping. Humans remain unmodified. Boccord find jumps a little easier due to their increased size: decrease the difficulty by one category for a boccord (a Hard jump would be fair for a boccord). The smaller size of muadra increase the difficulty of jumps by one category (a Hard jump would be Really Pushing It). In general, you can just use a creature's Size Modifier as an indicator to jumping ability (big creatures have it easier, small creatures harder). There are a few exceptions:

Blount:	+1	Crugar:	+2
Croid:	+1	Thridde:	+1
Cleash:	-1		

Head Start

The sholari should always judge jumps as to how difficult they would be if the character had a full head start. That way, if a character is attempting to jump with too little headway, the difficulty just gets bumped up by one or two categories. Likewise, a character running along side a river bank is penalized one category if trying to jump across. It's better to be running towards a river if attempting to jump across it.

Jumping Up Somewhere

The difficulty in jumping to somewhere higher than the starting point should not be underestimated. If the character tries to land on his or her feet the difficulty should be bumped up by a few categories. Grabbing hold with arms isn't especially easy either. Size'm up as you see them.

Pre-Jump Roll

SIZING UP A JUMP: People are usually pretty good about sizing up a jump before deciding whether or not to make it. There is usually little uncertainty. A person either knows that they can make a jump, or that it's iffy, or that they will fail. Usually, a person will not make jumps they are uncertain about. The level of certainty depends upon the jumper's experience.

MAKING A PRE-JUMP ROLL: Characters of skill level 2 and above are entitled to a pre-jump roll on a D20. This is just like the jump roll itself except it doesn't count as a jump, it is a judgement. If the roll is successful, the jump becomes Fair for characters Familiar with jumping (Skill Levels 2,3,4) and it becomes Easy for people of higher skill levels (those Experienced or seasoned). If this pre-jump roll is failed, the character must make the actual "jump roll" to check for success.

AN EXAMPLE: Froce was in a tight spot. The cleash were just behind him and the river ahead wasn't very inviting. He looked from the mucky shoreline across the narrow, torrential flow. "Spring in the East Trinnus..." he mumbled to himself. This looked like a hard jump, and the muddy banks were just going to make it tougher to get a good running start. "Let's face it," he thought, "This is really pushing it." The jump was far from certain, but the clacking of cleash feet on the move catalyzed Froce into action. Gathering as much speed as possible, he ran toward the water's edge. Reaching the river's brim, he leapt forward with both feet, hurling himself to the rocky bank of the river's far side. He landed on his behind, feet skidding into the mud ahead of him. There was no time to think about any of this though. Froce was back on his feet, running into the dark jungle that lay ahead. "Four days to Miedrinth," he reminded himself.

In this example, the jump described would have been Hard, but because of the poor footing it became Really Pushing It. Such a jump requires a 12 or higher on a D20. But because Froce is skill level 4 in jumping, he needs a 10 or higher, and he gets to make a roll to size up the jump. Unfortunately, the sizing-up roll was a 7, and Froce ended up uncertain as to whether he could make the jump. Had the cleash not been in hot pursuit, he wouldn't have risked it, but as things were he had little choice. The roll for success was a 17, and he ended up on the opposite bank of the river.

Climbing

When a character attempts to climb a tree, rope, or rock, the sholari assesses the situation and chooses one of the adjectives used for jumps. The ideas presented in the description of jumping all apply here except that there is no bonus or penalty for creatures of different size modifiers; i.e., humans, muadra

and boccord all have the same chances on climbs. In climbing, however, a creature's strength bonus does help. Creatures with a strength bonus of +1 (for strengths of 16,17,18) find climbs to be less difficult by one category, while those of especially low strengths find climbs one group of difficulty harder.

Failure in climbing does not necessarily mean a fall to your character's death. As in jumping, a pre-climb roll is allowed. The character has a good idea as to how safe the climb is in most situations. Failure indicates that the character cannot complete the climb and must return to the starting point. A successful roll against strength or Agility are required for this. If a character fails on both of these, after attempting a climb that they weren't sure of, it is not the sholari's responsibility.

FOR EXAMPLE: Belshew thought it would be great to sneak into the inclep through the second story window so that he could enter the Drenn Gathering and find out what all the commotion was about (the yords at the front door wouldn't let him in). It was dark, and the day's rainfall had slickened the wooden grating. The climb didn't look any too certain, but Belshew was determined to get in there. "Got to find out what they're up to," he whispered to himself. About two thirds of the way up (9 feet, or 3 meters), the unlucky human thing lost his grip and went tumbling backwards, into the shrubs outside the Cappisilion Inclep. He landed hard on his left ankle, bruising it badly and scraping up the rest of his body in the prickly shrubs. "Probably just talking about stupid stuff," Belshew decided. He limped southward to Vintch St. and slowly made his way back home.

In this example, the climb attempted by the character would have been Easy, but the wood was slippery and Belshew isn't very strong (Strength of 7). Had the sholari been particularly picky, a penalty for climbing at night and for the character's intoxication (normally he's Skill Level 3, but under these circumstances he acts like a skill level 1) could have been imposed. Let's assume instead that the sholari is in a generous mood. The climb is now a hard one. A roll of 8 or better is needed. On the pre-climb, a 6 is rolled; Belshew isn't sure if he can make it, but he climbs anyway. The character then rolls for the climb and gets a 5; A roll against Strength and agility are then called for. Against Agility a 17 is rolled, and against Strength, a 10. Belshew doesn't shimmy down the side of the illidge, he loses his balance and falls backwards into the shrubs. For falling 3 meters, 2D6 is rolled, and 1 point is added (for the number of extra meters over 2 meters). This information is listed on page 42 of the Player's Manual. The roll was a 9. Plus 1 yields 10. Belshew suffers a minor wound. The combat summary sheet random location roll determined that a leg was injured. A D6 was rolled for which leg, and then again for how far down the leg. The result was a sprained ankle.

Swim

Although this skill can be used to determine whether or not characters drown after a ship goes down, such a morbid situation is the least important thing we might wish to discuss (roll 4 or higher in medium seas to stay alive; apply skill modifier; re-roll every hour). Now that that's taken care of, let's examine swimming skills that matter more in role-playing: the ability to swim away from something in the water, swim across a river or small lake, or swim underwater to recover something dropped out of a boat. As for swimming across a river, use the adjectives listed for jumping to decide how difficult the task is. Apply skill level bonuses. If a character fails on the swim roll, he or she is dragged down-stream a bit before another roll can be made to recover control (by that time, the rapids probably approach, and the Fair swim to the other shore becomes virtually Impossible; heh heh heh).

Crowd maneuver

This skill comes in handy in any metropolitan area, your local claysis, bazaar or crowded illidge. The sholari chooses one of the following adjectives as best describing the situation:

CROWDED: (need an 8 or higher) Quite a few people out and about.

PACKED: (need a 12 or higher) Hard to get around.

BLOCKED: (need an 18 or higher) Nearly impossible to cut through crowds.

The way in which this skill is used is not too unlike jumping. Choose an adjective, boost it up or down based upon the creature's Size Modifier (the bigger the creature the harder the crowd maneuvering will be). Add to the number needed the character's Skill Level modifier and any bonus or penalty for encumbrance; i.e., carrying an armful of whosins through a crowded illidge might bring a penalty of +4. The D20 roll indicates whether the character is

able to make it through the crowd without tripping up, bumping hard into someone or becoming blocked for 3 or 4 rounds (a round is 2 seconds long).

FOR EXAMPLE: In hot pursuit, Larry Barris was falling behind the githerin scum who had picked his pocket. The greasy little thing had slipped into the Ardethian Bazaar and was making his escape. Entering the packed arena of the Bazaar, Larry knew that the bouquet of flowers he was carrying was just going to get in his way if he wanted to corner his quarry and get his money back. Tossing the bouquet at a boccord jerky-seller, he shouted "I'll be back," and sped into the crowd. He jetted between people, cut through couples, and said lot's of "Skewz me"s. He could make out the bobbing head of that grimy little muadra about 10 meters ahead. "Cut around this kiosk," he thought to himself, "I'll nab him on the other side." As Larry dodged out of the way of a small pack of beagre, he fell shoulder-first smack-dab into a corastin. For a moment, this whole area of the bazaar fell silent. With a durlig bryitt in one hand the corastin pulled Larry up to eye level with the other. All eyes were fixed on this scene. "I'm eating," the corastin garbled between chews. "That githerin creep stole my pouch!" Larry forced out between labored breaths (the corastin's grip was too tight). But by this time there was no githerin to point to; he had fled west to the Isho Free area by the river's edge. Realizing the futility of the chase, Larry offered a delicate "Sorry." The corastin dropped him free and continued his meal. Larry fell to his feet, collected himself, and slowly made his way back to the boccord jerky-seller to ask for his flowers back.

PRACTICAL KNOWLEDGE

It is assumed that everyone can demonstrate some degree of practical knowledge. These are not skills to which people usually dedicate scholastic effort. They are picked up here and there, learned slowly from experience.

Flora Recognition

Chance of being able to identify a plant. Variable levels of success are listed below:

UNFAMILIAR: Probably doesn't know the name, where it comes from, etc. Roll for success to find out.

FAMILIAR: On a successful roll knows the name. Knows any basic properties, i.e., edible, poisonous.

EXPERIENCE: On a successful roll knows the name, where it grows, any special properties.

SEASONED: Knows name, where it grows, all important properties on a successful roll.

Fauna Recognition

Chance of identifying an animal. Below are some variable success rolls:

UNFAMILIAR: Probably never heard of it. Roll for success.

FAMILIAR: On a successful roll knows the name and whether it poses any special danger.

EXPERIENCE: On a successful roll knows the name, where the creatures are common, and any special abilities they might have (dyshas perhaps).

SEASONED: Knows everything about the creature, including vulnerabilities on a successful roll.

Geography

Chance of knowing where a place is or having heard of it; knowing how to get there at higher skill levels. Variable success rolls:

UNINITIATED: Probably never heard of it. Roll for success.

FAMILIAR: Probably knows the name and a basic fact or two about the place. Roll for success.

EXPERIENCE: If successful, knows where it is and a reasonable guess as to the best way to get there.

SEASONED: On a successful roll, has traveled there or knows a great deal about the place. Knows special ways to get there, who lives there, important exports and imports. Is familiar with the surrounding areas as well.

EXAMPLE: Krista Maulnine is skill level 3 at Geography. A non-player character woffen asks if she is familiar with the little woffen town of Shelwuhoo. A basic 30% appears on the character sheet for such a roll against geography at this skill level. The roll is 2, indicating that she has heard of the place. As a matter of fact, because her roll is three skill groups lower than the group of skill level three, she has an 'experienced' knowledge of Shelwuhoo.

The sholari decides that she grew up near a woffen family from that woffen enclave.

In the above example it would have been reasonable for the sholari to have pitched the question at a penalty of two skill levels. Meaning, that a person of skill level 3 would, for this question, have the competence of skill level 1.

Geology

Familiarity with rocks and minerals, ground types and landscapes. A person with good geology skills will have a good idea where to look for water, basic chemicals, and shale. Variable levels of success include:

NOVICE: Probably never heard of the stuff; never seen it. Roll for success.

FAMILIAR: On a successful roll knows the name, obvious properties. Can make reasonable uneducated guesses.

EXPERIENCE: If successful, knows the names of most minerals and rocks. Knows how terrain ahead will look. Can predict water location and raw materials.

SEASONED: On a successful roll, is ingenious at finding water, minerals, caves, etc. Knows the properties of many materials.

Weather

Ability to predict short-term future weather. Knowledge of barometers at higher skill levels and how to interpret their readings. A major facet of this skill is knowing how long a storm is expected to last and an understanding of seasonal weather. Variable levels of success:

NOVICE: Hasn't a clue what the future weather will be. Must guess. Roll to check.

FAMILIAR: Knows some of the relationships between temperature humidity and weather. Can use a barometer to determine upcoming storms. Roll for success at that task.

EXPERIENCE: Understands barometers and some of the basics involved in weather prediction. Roll for success in this attempt.

SEASONED: Understands weather prediction in technical terms and is familiar with the area where forecast are attempted. A success roll indicates whether the prediction is correct.

Earth-Tec

Familiarity with the names and capabilities of different Earth-tec devices. It is because of the Energy Weapons War that many people have an awareness of these device's existence, but few understand their limitations or powers. The sholari will assign Skill Level bonuses or penalties depending upon how complex or obscure a piece of Earth-Tec is. Variable levels of success are described below:

UNFAMILIAR: Has heard of the existence of energy weapons but does not understand them to be different in concept from other powerful devices. Thinks of them as weapons that pretty much only humans control. On a successful roll, is able to use a piece of Earth-Tec.

FAMILIAR: On a successful roll knows the names of some of the Earth-Tec. Knows that they require devices to be placed in them to operate. Such a person understands that they are inherently different from dyshas and classical weapons. Has seen such devices and has a good idea as to how they operate.

EXPERIENCE: Knows the role of power cells and function cells. If successful, knows the name of any piece of Earth-Tec. Such a person understands the capabilities of the devices and understands the basic uses for buttons and switches on Earth-Tec devices (safeties and power on switches).

SEASONED: Understands the capabilities of Earth-Tec and has a reckoning as to power of the weapons. Has extensive knowledge of the names of the various devices as well as their characteristics. Has personal experience with Earth-Tec devices and is familiar with their operation. Roll for success to see if the person's knowledge of a particular piece of Earth-Tec is complete.

Arithmetic

Skill levels in Arithmetic describe the computational competence of an individual. This skill is placed on the character sheet mainly for use in employment. Thriddle in search of querid are often looking for those competent in calculation. A successful roll against skill level in Arithmetic indicates that a mathematical story problem is correctly solved. Failure indicates a mistake at some point.

History

Knowledge of important historical events. At low levels, history of one's home region. At higher skill levels detailed knowledge of important events such as the Energy Weapons War, the Ramian Invasion of 3113, etc. Variable levels of success:

UNINITIATED: Knowledge of history goes back not much further than the time of the person's birth. Has heard of some of some important events but does not understand them or their importance. Roll for success to see if the person knows anything about a historical topic.

FAMILIAR: Knows the names of many of the important events in Jorune's history. Understands the history of their own locale. Can recount bits and pieces about the past. Make a roll for success on any particular point.

EXPERIENCED: Has a grasp on the history of the last century. On a successful roll knows the names of any major conflicts or struggles. Knows a major player in some international affair of the past. Has somewhat sophisticated views about the world's present state as a reflection of the past. Can recount numerous details of specific engagements.

SEASONED: Understands the important thrusts that recur in Jorune's history. Has detailed knowledge of wars and engagements between different powers as well as important figures and strategically significant areas. Great sophistication in views and attitudes on the state of the world (not necessarily correct). Such a person knows the general outline of Jorune's history from the time of Iscin, forward. Roll for success on any individual topic.

Lore

This is a measure of the amount of fable and lore that a person can recount or remembers. Much of this is children's lore, but is sometimes based in fact. Variable levels of success are described below:

UNLIKELY: Doesn't know any of this stuff. Doesn't understand where people get these stories or what they are about. Roll for coincidental success.

FAMILIAR: Has heard the most popular of the common lore. Knows the names and important characters in the fables as well as the outcomes. Roll for success on any selected legend.

EXPERIENCED: Has detailed knowledge of fables and lore. Probably gained this experience among family members or from other children whilst growing up. Can recount many stories and fables. Has a good chance of coming up with a decent story by himself. Knows enough of them to predict the outcome of a fable never heard. Is automatically Familiar with History and Story Telling. Roll for success.

SEASONED: Grew up in a real story-telling environment. Knows the stories and fables like the back of his hand. Knows all the names of the people involved, and can sometimes link lore back to its origins. Is automatically Familiar with History, and Experienced at Story Telling. Roll for success.

Current Events

This is the knowledge of local politics and events for whatever reason they arise. At low skill levels people know what's going on around them. At higher levels, a cohesive picture of the local world is possible. Here are the variable levels of success:

DISINTERESTED: Unaware and unappraised of major political events and happenings. Doesn't know who wields what power.

FAMILIAR: Knows bits and pieces of what's going on and who the most visible officials are. Is apprised of recent major events. Is in contact with well informed people.

EXPERIENCED: Stays in touch with current events. Can back up judgments on important issues.

SAVVY: Knows what's happening in the surrounding areas. Knows the names of important officials and leaders. Understands the power structures and their political complexities. Probably has a way of finding out what's current in other areas.

ARTS

Dancing

Percentages listed for dancing express the chance that the person is able to make a reasonable showing dancing. People either dance, in which case they improve, or they are non-dancing types who remain at low skill level. Variable levels of success for different skill levels are listed below:

HEEL-MAN: Person can't dance to save own life. Best not try.

FAMILIAR: Can dance if invited. Takes courage to dance in public at this

level of expertise, but failure is uncommon.

EXPERIENCED: Dances well. Should have reasonable confidence in ability.

SEASONED: Probably performed professionally. Can make a positive impression as a good dancer.

Singing

Chances listed for singing indicate to what level of competence a person can hold a tune or sing a song they are familiar with. This is not a measure of the number of songs a person can sing. An unskilled roll indicates off-key, discordant melodies. Variable levels for success:

UNSKILLED: Can sing at the level of an average person singing a tune.

FAMILIAR: Can hold a melody.

EXPERIENCED: Sings well. Knows many songs.

PROFESSIONAL: Very talented. Large repertoire of songs.

Dichandra Stones, Jampers, Tenter Shines, Whosins

Chances listed with musical instruments are used to determine the level of competence. Variable levels for success:

UNSKILLED: Doesn't know how to play the instrument. Might be able to squawk out a few chords.

FAMILIAR: Has had a brief introduction to the instrument. Can play simple melodies.

EXPERIENCED: Plays well. Can hold the interest of listeners.

PROFESSIONAL: Plays very well. Can hold the interest of large audiences for a long time.

Carving

These percentages describe levels of success and competence in carving. Use this category for wood carving and sculpting. Variable levels for success:

UNSKILLED: Can scrawl initials into a tree and carve a toothpick. Not especially talented with a blade.

FAMILIAR: Is able to carve a basic shape or piece of art with a little work. Let successful rolls indicate an interesting piece of work, and failures indicate either artistic failure or failure of technique.

EXPERIENCED: Good wood carver. Is great at making small attractive presents for children, walking sticks and kallips (small wooden tops sometimes carved from coditch hocs).

PROFESSIONAL: Can carve intricate patterns and objects.

Painting

These percentages describe levels of success and competence in painting. Variable levels for success:

UNSKILLED: Cannot paint.

FAMILIAR: Can paint basic shapes, but not in perspective and not especially well scaled.

EXPERIENCED: Can create reasonable compositions, balance color. Technically competent. Can paint signs, walls, paintings, etc.

SEASONED: Able to paint beautiful pieces. Good sense of color and balance.

Story Telling

Chances listed for this skill indicate how well stories can be told. Good story tellers will captivate audiences around midnight camp-fires. The less experienced may draw yawns instead of cheers.

TYRO: Tells stories in a long-winded, dull sounding manner. Those listening show the tell-tale signs of nodding off to sleep, arms propping up heads with fluttering eyes that slowly settle and close.

FAMILIAR: Not too bad. Can get the point across and sometimes draw some positive reaction from the audience.

EXPERIENCED: A story teller who knows the right way to weave a tale. Almost anyone is interested in the types of stories told by an experienced story teller.

SEASONED: Ripping yarns of unpredictable variety spout endlessly from the mouths of the truly talented, bringing forth a flood of laughter or interest, as the speaker desires. A simple recount of a trip to a neighborhood beagrefest cleft by such a person is enough to bring the weak to their knees.

Oration

Chances for this skill indicate the level of competence, and hence, the level of interest of an audience. This skill is based upon carefully worded statements and tactful delivery. The sholari judges the difficulty of the audience in terms of either a skill level bonus or penalty. A tough, cynical group might earn a penalty of 3 Skill Levels when it comes to making the die roll. A group of eager tauter might produce a bonus of 3 skill levels for the drenn passing out a few facts. Variable levels for success are listed below:

NON-SPEAKER: Unskilled delivery. Not likely to sway anyone's opinion regardless of the facts presented.

FAMILIAR: Somewhat refined speaker.

EXPERIENCED: Can speak deliberately to sway others. Capable of vocalizing cleverly constructed arguments.

SEASONED: Polished at presentation. Can talk on his feet. Can make contradictory ideas seem complementary. Can rouse crowds.

CULTURE

Speak

Chances listed for speaking skills tell the sholari the level of competence with which a speaker is able to communicate ideas. High skill levels virtually preclude misunderstandings, while those of lower skill levels misinterpret more frequently. Knowledge of one's native language is determined by Education characteristic. Variable levels of success are described below:

NON-SPEAKER: Has no familiarity with the language. Can smile and nod when spoken to.

FAMILIAR: Has an inkling as to what is being said and can react with basic responses. Such a person could receive simple directions.

INTERMEDIATE: Capable of carrying on a conversation or discussion. Incomplete vocabulary but the ability to ask and understand the meanings of new words.

FLUENT: Has no trouble communicating in the language. Rarely miscommunicates an idea or fails to understand another person.

Written

Chances listed for written skills are used in much the same way as spoken percentiles. High skill levels virtually preclude mis-translation, while lower skill levels invite mis-understanding. Variable levels of success are described below:

UNFAMILIAR: Completely illiterate.

FAMILIAR: Can make out simple noun-verb constructions and piece together parts of sentences.

EXPERIENCED: Can read texts at a reasonably high difficulty.

PROFICIENT: Reads the language at the level of a native speaker with good reading skills.

Interaction

Percentiles listed for interaction skill levels tell the sholari with what skill a person is able to interact with creatures of the same or different race. High skill levels indicate that a person usually glides through touchy situations with local folk easily. Those of low level with this skill may find that they get into an awful lot of trouble for seemingly little reason. This skill is used mainly for people on the street, not for dining at the Dharsage Palace. Most player characters will start at level 2.

AWKWARD: Has trouble dealing with other person on a day-to-day basis.

FAMILIAR: Blends in well in most social situations.

EXPERIENCED: Knows how to go about making a new friend or bringing peace to a hostile situation. Knows enough about the race to offer something helpful.

SEASONED: Understands the essential parts of another race's culture. Can figure out others' motivations.

Etiquette

Percentages for this skill indicate the chance that a person will function successfully in a situation where some special etiquette is called for. At lower skill levels, characters are sure to make a faux pas. Those of high level in Etiquette are able to interact with the socially adept in the society. Etiquette differs from Interaction in that Etiquette is used in situations where the correct actions are more formally complex (spoon on the right, thriddle are to be seated at the ends of tables, etc.). Variable levels of success are described below:

INEXPERIENCED: Hopeless at handling one's self in a social situation where special conduct is required. Such a person has little or no understanding of what is expected and can only hope to avoid causing a scene by shirking interaction.

FAMILIAR: Knows enough to stay out of trouble, but has difficulty with any intense interaction. Such a person provides little help during a tense moment, but is of minimal liability.

EXPERIENCED: Can handle one's self capably in most situations. Such a level of experience with another culture practically precludes the possibility of committing a serious error in manner. It becomes possible to excuse to guests the questionable acts of traveling companions unfamiliar with the culture.

SEASONED: Able to handle almost any situation. Knows the intricacies of the higher social structures of the culture. Can explain in most situations the unusual behavior of companions.

SAILING

Basic Seamanship

Chances listed indicate the level of competence with rope knotting, establishing rigging and other vessel requirements can be accomplished. Most of the basic skills are such that a person either succeeds or fails; do not split hairs on a sailor's knots. Variable levels of experience are described below:

UNFAMILIAR: Has spent little or no time working aboard ships. Most rich passengers fit into this category. Incapable of tying any of the basic knots, unfamiliar with all but the most basic parts of a ship. Failure on almost any attempt.

FAMILIAR: More experienced passengers and sailing initiates are considered "familiar." Knows the names of the different part of a ship. Familiar with the names of ships.

EXPERIENCED: Competence with all of the basics of seamanship. Understands technically the responsibilities of the various crew members. Knows the names of many ships, their characteristics.

SEASONED: Has spent a long time at sea. Basic seamanship is second nature at this point. Knows the names of all the ships and their sailing characteristics.

Sail Master

Percentiles for this skill indicate competence more than success. A sail master is responsible for the state of the riggings and the preparedness of the sailing crew. In the advent of dangerous circumstances an especially bad roll on the part of the sail master could spell disaster. Variable levels of success are described below:

INCOMPETENT: No understanding of the responsibility of the sail master. Is not familiar with the principles involved with sail arrangement.

FAMILIAR: Understands the goals and tasks of a sail master but has little experience in carrying them out. Will make many mistakes, but at this level of experience, supervision prevents catastrophe.

EXPERIENCED: Able to make good, competent decisions regarding rigging and ship maneuvering. Good at identifying and predicting where trouble might crop up.

SEASONED: A real whip at maneuvering a ship. Can make good, rapid judgements.

Navigation

Percentages for this skill are used to determine the level of competence and hence the time needed by a navigator in calculating course to a destination. Those unfamiliar with the procedure are prone to error while those of greater experience are apt to plot safe, fast courses. Variable levels of success:

UNFAMILIAR: Not a navigator. Does not understand the principles involved in navigation. Cannot plot a course.

FAMILIAR: Understands the task but must work hard to calculate an appropriate course for a journey of any distance. Success at this skill level indicates a reasonable course has been plotted (a fair mix of geography, seasonal information, ports, safety and time).

EXPERIENCED: Automatically Familiar with weather forecast. Can use a sextant. Can readily familiarize himself with new oceans or lakes. Rapid at basic navigational skills.

SEASONED: Can rapidly and concisely figure course, speed, layovers, weather patterns, and shortest and safest routes. Can use the moons and stars to help plot course.

Ship Wright

Percentages listed for this skill indicate the level of competence with which the person manufactures sailing gear and ships. Poorly built hulls will leak and loosely fastened rigging will snap. Though almost anyone can make something that will float, it takes skilled hands to create a sailing masterpiece that will ride the currents from Ardoth to Lundere. Variable levels of success are described below:

UNFAMILIAR: Incapable of creating anything that can survive rough seas. Can build a raft for a lake on a successful roll.

FAMILIAR: Capable of building (with some help) a small raft or simple canoe on a successful die roll.

EXPERIENCED: Can build small rowboats, canoes and rafts on a successful roll.

SEASONED: Can build small ships, sailboats, etc. Roll for success.

Githerin

"A githerin is a person of craft, of probable deceit, of street living. The githerin's heart is warm to its own kind, but will seek to steal from all others."

Barry Delane, Klade Father
Speaking to a group of children

Lie

Percentile for this skill indicates how convincingly a lie is told and with what cleverness it is constructed. A high skill level will only accompany a reasonable looking, fairly normal person. The Non-Player Character listening to the lie is assigned a difficulty level in terms of Skill Levels. There are no variable levels of success. Use the percentages listed and apply NPC bonuses or penalties.

Pick Pockets

Percentages for this skill indicate whether a person is successful at picking a pocket without being detected. Apply a skill level bonus or penalty depending upon the target.

Pick Locks

Percentages for this skill tell the sholari the person's competence in picking locks. Those of high skill level will be faster, leave no sign of their work and will be able to pick a greater variety of locks. Variable levels of success are described below:

UNFAMILIAR: Does not know how to pick locks.

FAMILIAR: Knows how to go about picking a lock. Performing this feat at a "familiar" level usually requires from five to ten minutes and leaves signs of tampering.

EXPERIENCED: Not quite professional, but is fast, quiet, and versatile. Can pick an average lock in under a minute.

SEASONED: Knows how locks are constructed. Understands their internal mechanisms. Works fast, works quietly, leaves little or no trace of work. Someone seasoned at picking locks can complete an easy task in a matter of seconds, perhaps 10 seconds.

Underground Information

Skill level in Underground Information indicates the number of underworld connections the githerin has. Variable levels of success:

UNFAMILIAR: Has no connect to the world of githerin. Success indicates ability to fence goods.

FAMILIAR: Has a few githerin buddies who can help out in a jam, provide information, locate someone, fence stolen goods.

EXPERIENCED: Knows many githerin and low level scum that can provide information or assistance.

SEASONED: Spends virtually all time with githerin and their kind.

Poison

Percentages for this skill indicate the chance of creating a poison from a set of basic ingredients. The juices taken from beagre-spray can be coaxed into growing into a nasty culture that brings with it nausea, chills and unconsciousness. Githerin are capable of creating deadly poisons as well, but we leave the details of such dark tasks to those who would commit them... A failed roll in making poison could have a number of meanings: the poison is sweet tasting and safe, it is deadlier than expected, the poison has effects other than in-

tended. There are no variable levels for success. Anyone can grind up glass, it's just that githerin are more likely to.

Stalk

This is the ability to follow someone down dark streets in Ardoth's south-side, or stalk an informant as he travels to the home of the buyer. A character's initial skill level in Stalk is the same as the higher skill level between Move Silently and Conceal Self. Characters attempting to detect a stalker may roll against either their Spot or Listen, whichever is higher. Variable levels of competence are described below:

BUNGLER: On a successful roll, penalize Spot or Listen roll by 1 points.

FAMILIAR: On a successful roll, penalize Spot or Listen roll by 4 points.

EXPERIENCED: On a successful roll, penalize Spot or Listen roll by 7 points.

SEASONED: On a successful roll, penalize Spot or Listen roll by 10 points.

CITY SKILLS

Bargain

The skill levels for bargain are used as a measure of competence and capability in the arena of buying. Though this skill is most useful in surplus purchases and the common market place (the "claysis"), those seasoned in bargaining are sometimes able to bargain for ship passage, a night's stay at an inlep, or the temporary use of a thombo. Treat rolls in the following way: if both bargainers succeed on their rolls, the one of higher skill level bargains better. If one person makes their roll, that person has bargained better. If neither succeed, five minutes was wasted; roll again. Variable levels of success are described below:

SUCKER: Unfamiliar with the world of bargaining. Can suggest a deal with a clep owner or a merchant, but isn't very good at inventive bargaining. Easily spotted, and gets the raw end of the stick from time to time.

FAMILIAR: Understands the basics of a bargain. Knows how to prioritize needs while haggling. Rarely gets taken.

EXPERIENCED: Can drive a hard bargain. Is inventive in coming up with a comparable exchange, say, for a week's stay at an inlep such a person would offer to teach the inlep owner's child a little bit of Boru.

SEASONED: A butcher in the claysis. Knows just how far a person can be pushed. Can bargain for goods, clothing, services, information, you name it. At this level of competence, people are attracted to bargaining with such a person.

Bribe

Percentages for this skill indicates success or failure. There are no variable skill levels to describe. Success at bribing is determined largely by non-player character's ability to be bribed, which should be judged as a skill level bonus or penalty by the sholari.

Fast Talk

There are no variable levels of success for this skill. Fast talk either succeeds or it fails. The skill basically involves trying to talk someone into doing something that they would normally not be inclined to do. Talking a yord into allowing you in a building after hours or talking an official into signing some papers for some terribly jumbled reason. The success of fast talk relies upon the ability of the speaker to confuse the listener into agreeing to some unreasonable request. Failure indicates that the listener has figured out that the request is unreasonable and that the speaker's facts are contradictory or extraneous. The difficulty of the target is assessed by the game's sholari and is assessed as a Skill Level bonus or penalty.

Getting Around

The percentages listed for this skill are used to determine the person's competence at getting around the town that they are the most familiar with. Space for additional towns and cities is provided on the Character Background Page stuffed inside each character sheet. Those of higher levels will be able to travel to and point out important or significant areas in a familiar city. Those of low skill level who have lived in a city of any period of time are basically ignorant of the city around them and rarely wander from their necessary daily paths. Variable levels of success follow:

UNINITIATED: Does not know the layout of the city nor points of interest. Probably does not live in the city. Is incapable of rendezvousing at other than major intersections. Gets lost easily. Takes two to three times too long to get from place to place. A successful roll indicates that he is able to get somewhere without getting lost.

FAMILIAR: Knows the names of the major streets and points of interest. A successful roll at this skill level indicates familiarity with the street or location of interest. Another successful roll indicates that the person can get there without asking for directions. Can travel the city with reasonable speed.

EXPERIENCED: Knows the city well. A successful roll at this level indicates knowledge of the area in question and any points of interest nearby.

SEASONED: Knows virtually every city street and important resource. A successful roll indicates personal experience with the area in question, and the location of cleps, inleaps, illidges, and the homes of important officials living nearby.

Hide

Success at this skill indicates that the person has been able to hide himself without notice somewhere on a city street. There are no variable levels of success, though especially low rolls can be taken to indicate really clever spots to hide in.

Contacts

The skill levels for "contacts" indicates the ease with which a person is able to get information or scrounge up an item. This skill is similar to Underground Information except that it deals with friends and acquaintances instead of low-life contacts. Higher Skill Levels indicate a greater number of potential people who might be able to help out in any given situation. Variable levels of success are described below:

LONER: Probably does not live in the city to have so few contacts. Success indicates that the character coincidentally knows someone who is able to provide information or offer some sort assistance.

FAMILIAR: Knows a few people here and there. Has probably lived in the city for some time but has made no "special" effort to meet people. Success indicates that the character is able to find D3 contacts who can provide information or assistance.

EXPERIENCED: Knows many people who can be of potential help when information or assistance is needed. A successful roll indicates that D6 people can be contacted.

SEASONED: Has lived in the city for some time. Can contact a number of people with little notice. Success indicates that 2D6 people can be sought out for information or assistance.

Bureaucracy

These skill levels indicate a person's competence at dealing with a large, complex bureaucracy. At the lower skill levels people get shuffled around from clerk to clerk, sun-up to sunset. Those more experienced with the system will know how to handle administrative foul-ups, cutting time lost to a few hours. A successful roll does not indicate that the problem is completely resolved. Paperwork must often be re-submitted. Variable levels of success follow:

UNFAMILIAR: Target of the mean clerks. Failure indicates that the person must waste a whole day getting bounced from one office to another before another attempt can be made. If the roll is successful, only a single day is lost.

FAMILIAR: Doesn't understand the way the system works, but has dealt with it enough to bypass some of the obvious delays. A failure at this level of difficulty means that the entire day is lost before another roll can be made. Success indicates that the problem is resolved in a half day.

EXPERIENCED: Understands the system. Can deal effectively with most bureaucratic nightmares. Failure indicates the loss of one half day. Success indicates that only two hours were required.

SEASONED: Person was probably an ex-clerk. Can cut easily through red tape and bypass mean office clerks. Can resolve most problems in an hour or two. Failure indicates that two hours of time are wasted before another roll can be made.

OUTLAND

Conceal Self

Skill levels in concealing one's self are used to determine if a person can remain hidden given the terrain at hand. There are no variable levels of success. A person is spotted or not spotted. However, characters of higher skill level are more difficult to detect. Failure indicates that the person is spotted by anyone making a successful Spot roll. Variable Levels of success are described below:

BUNGLER: No aptitude for concealing one's self. On a successful roll, a penalty of 3 is assessed to all Spot rolls against the character.

FAMILIAR: Somewhat capable of hiding and staying hidden. On a successful roll, a penalty of 5 is assessed to all Spot rolls against the character.

EXPERIENCED: Difficult to detect. Excellent at staying hidden. On a successful roll, a penalty of 6 points is assessed to all Spot rolls against the

character.

SEASONED: Virtually impossible to detect. On a successful roll, penalize all Spot rolls against the character by 8 points.

Outdoor Cooking

Skill levels for cooking are used to indicate the competence of the cook. Those inexperienced with the art will be lucky to keep their beagre meat out of the coals. Those who have spent more time cooking on the road are apt to prepare specialty dishes that can turn an evening on the road into a feast. Variable levels of success:

INEXPERIENCED: Burns eggs, toast, meat. Not to be trusted cooking a meal for others. Success indicates lack of failure. Failure indicates that food is destroyed.

FAMILIAR: Can cook for himself but is ill-equipped to cook for others. Success indicates that the food is decent and there are few complaints. Failure indicates that ingredients were mixed disproportionately or that something burned. Disasters are to be expected.

EXPERIENCED: Can cook for a group of people on the road. Has a small but competent list of foods that are easily prepared. Success indicates a good meal. Failure at this level indicates that something was overcooked, undercooked or dry. Expect an occasional disaster.

MASTERFUL: (Seasoned?) Is a versatile cook. Can prepare numerous dishes if provided with the right ingredients. A successful roll leaves a good taste in everyone's mouth, while a failure indicates that the meal wasn't pulled off quite right. Disasters are rare.

First Aid

Skill levels for first aid are used to assess the success of emergency treatment. Unsophisticated treatment can be dangerous and can waste valuable time. Those with greater familiarity with the treatment of the injured will be able to fasten a splint for broken bones, stop bleeding, dress wounds, apply limilates correctly, prevent the injured from going into shock, etc. Variable levels of success are described below:

UNFAMILIAR: As likely to harm an injured person as help them. Success indicates that a person was kept from going into shock or that a scedri cloth was correctly applied. Failure indicates potential harm. On a roll higher than the injured person's Constitution on 3D6, D6 additional Stamina points are lost. This may be enough to put someone into shock.

FAMILIAR: Knows how to stop basic bleeding. Can deal with superficial and minor wounds. Success indicates that an injured person was kept from going into shock.

EXPERIENCED: Success indicates the setting of broken bones, the application of limilates or keeping a person from going into shock. Major wounds can be closed and those sufferings critical wounds can be kept alive on a successful roll. Failure indicates that the task was completed unsuccessfully.

SEASONED: If successful, the person is able to close major wounds, keep those suffering criticals alive, set broken bones, apply limilates, and keep the injured from going into shock. Failure indicates that the task was not successful.

Foraging

Skill levels for this skill are used to determine whether or not the person is able to find a source of food and water nearby. There are no variable levels of success. A good roll indicates both food and water. Failure indicates that supplies were not to be found.

Wilderness Travel

Levels for wilderness travel are used to measure the skill with which a person travels through the wilderness. Experienced travelers will more often choose the shorter or less rugged route. Variable levels of success are described below:

BEGINNER: Has rarely if ever been in a position to make judgements about outdoor travel. Will rarely choose the most reasonable path. A successful roll indicates that a good path has been chosen. Failure indicates a dead-end or terrain too rugged to pass; in the case of desert travel, a failed roll indicates a longer path.

FAMILIAR: Doesn't really understand what to look out for but has some common sense when it comes to picking out a path. Success indicates a reasonable path is chosen. Failure indicates a rugged path.

EXPERIENCED: Understands what to be looking for in the nearby terrain. Notes the slopes of the hills, the direction of rivers, the density of the trees. Success indicates a good path relatively free of obstacles. Failure indicates that a mediocre path is chosen, but the traveler will recognize this if a successful roll can be made on a second roll.

SEASONED: Knows what to look for in the nearby terrain. Knows what to expect in upcoming terrain. Success indicates the choice of a good path. Failure indicates the choice of a poor path, but seasoned travelers will always realize this early on and back track if time permits.

Silent Movement

Skill levels in silent movement are used to determine whether or not a person is able to move about without being heard. This assumes that the person is not within line of sight of guards or sentries. Failure means that normal Listen rolls may be made to detect the person's presence. Variable levels of success describe the penalties to apply to Listen rolls:

NOISY FOOL: Even on a successful roll, penalize Listen rolls by only 2 points.

FAMILIAR: Penalize Listen rolls by 4 points if the roll for success is made.

EXPERIENCED: Very quiet. On a successful roll, penalize rolls for Listen by 6 points.

SEASONED: Silent. Penalize Listen rolls by 8 if successful.

Set Traps

Levels for this skill indicate the chance that a trap or alarm is built to work correctly. Traps include standard snares, pits, rock mounts, alarms, and an assortment of other crafty devices. Defender's are always allowed a roll against Spot to see the trap or alarm and avoid it. If that roll fails, they are allowed a roll against Agility to recoil away and prevent the device from going off. The penalties to both these rolls are based upon the competence of the trap setter. Variable levels of capability are described below:

UNFAMILIAR: Unable to build workable traps. A successful roll indicates that some cockamamie contraption gives off some sort of an alarm when disturbed, regardless of the device's intended purpose. Failure indicates that the device falls apart before it is put to use. No penalty to detect with Spot and recoil with Agility (if that fails).

FAMILIAR: Can build simple alarms and stable pit traps. A successful roll indicates that the device is built correctly and will function as intended. Failure on the roll means that the device fails to operate as expected. Defenders are penalized by 2 on both their Spot and Agility rolls.

EXPERIENCED: Capable of building elaborate alarms and simple traps of all varieties. Log releases, pits, pendulum spikes, snares, net releases, etc. On a successful roll, the device is correctly built and functions as intended. On a failed roll, the device activates correctly, but fails immediately afterwards. Defenders are penalized by 5 on both their Spot roll and Agility rolls.

SEASONED: Can build virtually undetectable traps and alarms of all varieties. On a successful roll, the device is built correctly. A failed roll indicates that the construction of working version is delayed by a few hours. Defenders are penalized by 8 points on both their Spot and Agility rolls.

Tracking

Skill levels for tracking are used to determine whether a set of tracks can be followed. There are no variable levels of success. Failure indicates that the trail has been lost.

ANIMAL HANDLING

This group deals with skills related to coaxing and controlling animals into doing the character's bidding. This involves something different for each race described. The level of success depends upon the experience of the person dealing with the animal and the creature itself. Each mount has a Skill Level difficulty associated with it. A good natured mount might be a bonus of 2 Skill Levels, while an especially mean billy-goat might deserve a -3 Skill Level penalty. Those of a Seasoned rating in an animal handling skill are only permitted to rise to levels 8 and beyond when they are dealing with a creature they have spent many hours with. No character can begin with a new creature at a skill level higher than 5. The time that it takes to rise up to full confidence with a creature varies anywhere between a few hours (for a creature of good disposition) to several weeks (in the case of a mean old bochigon). For thombos, talmaron, tarro, pibber, and all other forms of Jorune life that are somewhat domesticated, Boccord Signature Skills can be of assistance. If a

successful Fake Signature roll can be made, the handler receives a bonus of 1 Skill Level if Familiar with Fake Signature, 2 Skill Levels if Experienced with Fake Signature, and 4 Skill Levels if Seasoned. Although different tactics are employed, the most common fake signatures empathize a sense of either approval or displeasure on the part of the handler.

Thombo

Thombos are not very temperamental, but they are skittish. Those experienced with these creatures are able to keep them under control during tense moments. Those unfamiliar with thombos are in danger of being bucked off every time a tarro screeches nearby. Falling from a thombo can be injurious. Treat the injury as a fall, adding 2 to the 2D6 die roll (see page 42 of the Player Manual). Variable levels of success are described below:

UNFAMILIAR: Never ridden a thombo before. There is no empathy between rider and mount. A successful roll indicates that the creature was kept under control in a difficult situation or that a couple of extra meters/round of speed was spurred out of the creature. A failed roll indicates that the creature attempted to bolt or that it slowed down and refuses to speed up. In such cases, riders must roll against Strength to remain riding.

FAMILIAR: Understands how to treat a thombo and keep it under control. A successful roll indicates that the creature is kept calm in a tense situation, or that an extra couple of meters/round of speed have been coaxied out of the thombo. Failure indicates that the creature attempts to bolt, throwing the rider, or that the thombo refuses to speed up.

EXPERIENCED: Can maintain the thombo under most circumstances. On a successful roll, the creature is kept under control, or the thombo is coaxied into a few extra meters/round of speed. Failure indicates that the creature bolts or that the thombo refuses to speed up.

SEASONED: Has a good rapport with thombos, understands how they perceive the world. Can keep a thombo under control in most any circumstance. Can almost always coax a thombo into greater speed. Success indicates a calm thombo, or a little extra speed. Failure indicates that the creature bolts, or refuses to speed up.

Talmaron

These flying mounts are exceptionally difficult to grow accustomed to. They are fairly docile, as opposed to their big cousins, the undomesticated duradon. Variable levels of success in flying talmaron are listed below:

UNFAMILIAR: Doesn't know the first thing about flying a talmaron. A successful roll indicates that the rider does not fall off, but the creature flies where it wishes. A failed roll indicates that a roll against agility is required to remain atop the creature.

FAMILIAR: Has flown a talmaron before. Can fly in relative safety. On a successful roll, the creature is directed correctly. On a failed roll, the talmaron travels where it wishes.

EXPERIENCED: Has spent many hours flying talmaron. A successful roll indicates that the creature is directed correctly or that a little bit of extra speed is coaxied out of the talmaron. A failed roll indicates that the creature flies where it wishes, or that the request for extra speed is ignored.

SEASONED: Has flown talmaron for many years. A successful roll indicates that the creature flies where directed, or increases speed, or performs one of many dangerous aerial maneuvers. A failed roll indicates that the creature flies off course a bit, or refuses to alter speed, or balks at a tug for evasive action.

Bochigon

Bochigon are enormous beasts capable of lifting a dozen men if need be. They are temperamental, and must be treated with care. They have been known to treat their riders with both contempt and loyalty. Skilled riders are usually safe; those who lack understanding of these beasts typically last for only a single ride. Being thrown from a bochigon is very serious. The injury is treated as falling, adding 3 to the 2D6 roll (see page 42 of the Player Manual). Variable levels of success are described below:

UNFAMILIAR: Best stay away from riding bochigon. The creature is almost certain to throw such a rider. A successful roll indicates that the character is not thrown, but is unable to control the bochigon. It will completely ignore the rider. A failed roll indicates that the character is thrown off. A roll of 4D6 against Strength is permitted and if it succeeds, the character hangs on.

FAMILIAR: Stands a chance of riding the bochigon productively. A successful roll indicates that the bochigon takes notice of the rider and travels in the general direction desired. A failed roll indicates that the creature travels where

it wishes and makes an effort to throw the passenger. A successful roll of 3D6 against Strength is necessary to remain on the bochigon.

EXPERIENCED: Understands the bochigon. On a successful roll, the creature travels the desired path. A failed roll indicates that the rider's chosen direction is ignored, but the creature does not attempt to buck.

SEASONED: The bochigon deals well with this rider. A successful roll indicates that the creature travels where the rider desires, and will even speed up. A failed roll indicates that the bochigon travels where it wishes, but there is a good chance that it is simply choosing an alternate path.

Horse

Horses are rare on Jorune. Only trained riders are usually trusted with these creatures. Horses are superior to thombos in combat, but do not provide the offensive capability of a bochigon. Horses rarely buck. Horses travel faster when spurred on, but it takes a talented rider to squeeze that extra little bit of speed from his or her mount. Variable levels of success are described below:

UNFAMILIAR: Has never ridden a horse. Success indicates that the horse travels where it is supposed to or that the rider has been able to coax a little extra speed from the mount. Failure indicates that the rider mis-directs the horse.

FAMILIAR: Has spent a few hours on a horse. Can direct the creature successfully. On a successful roll can push the mount a little faster.

EXPERIENCED: Experienced rider. Can coax the creature into more speed or dangerous maneuvers on a successful roll. A failed roll indicates that the creature shies away from something dangerous.

SEASONED: Must have spent some time with the particular horse in question already (otherwise, experienced is the best). A successful roll indicates that the rider can persuade the horse to jump, go full sprint, or perform any other reasonable task. Failure indicates that the horse refuses the additional task.

Tarro

These beasts can cause quite a commotion if they ever start screeching. Those skilled in their handling are often able to prevent this ordeal. Tarro only screech if startled, frightened, or just especially malicious. Variable levels of success are described below:

UNINITIATED: Tarro will screech, steal, or flail out when-ever, where-ever it wishes. The person has little or no control over the creature. A successful roll indicates that the undisciplined act of the creature was merely delayed by a few seconds.

FAMILIAR: Has spent a little time around tarro. Can assume a threatening posture with arms hunched intimidatingly. This will sometimes the creature in submission. A successful roll indicates that unsavory behavior on the part of the tarro has been avoided. Failure results in screeching or whatever mayhem the creature intends.

EXPERIENCED: Those who keep tarro as long-term pets can rise this high in their handling without Boccord Signature skills, but no higher. Success indicates that the creature does not screech or wander off. Failure indicates that the creature occasionally wreaks some sort of havoc as it pleases.

SEASONED: Only those who are at least Experienced with Boccord Fake Signature Skill can climb this high in tarro handling. The high percentages indicate that the creature and handler have spent a long time together. Success on Fake Signature rolls increases the chances even higher. Even a long term pet tarro will often disobey if signatures are not sent.

Pibber

Skill in handling pibber focuses around keeping them in one place (instead of bounding about) and preventing them from thisting. Pibber are rarely any trouble; it is only when they are threatened or frightened that a roll might be necessary. Variable levels of success are described below:

UNFAMILIAR: On a successful roll can get a pibber to come and cuddle. Failure indicates that the creature completely ignores the person.

FAMILIAR: Is marginally capable of keeping the pibber in one place. A successful roll indicates that the creature does not wander off or thist. A failed roll indicates that the creature goes where it wishes or begins thisting (if that's what it wants to do).

EXPERIENCED: Pibber and handler have spent some time together. The creature does not run off or feel intimidated enough to thist on a successful roll. On a failed roll, the creature does as it pleases.

SEASONED: The handler and pibber have spent a long time together. The pibber is well behaved on a successful roll and rarely runs off or thists.

ISCIN SKILLS:

Iscin are people of especially learned ability in areas such as the classics and sciences. The societies of humans, woffen and bronth carry on the Iscin traditions from their beginnings thousands of years before Gauss Valley. An Iscin apprentice studies under a "Written Iscin" (one who has published in one of the Iscin libraries) for six to eight years before attempting truly independent pursuit.

Iscin are the main employers of these skills, although the well educated are often taught the basics in many of these areas. A knowledge of the topics in these skill groups requires dedication, not casual study. Vague familiarity with many of the following topics is described in the Practical Knowledge skill group. Familiarity with any of these skills indicates a Seasoned status if the skill also appears in the Practical Knowledge group. Higher skill levels with the Classics bring Practical Knowledge skills to level 10. Only Iscin, or the especially well educated, ever rise to such levels of competence. Major libraries of Iscin collections exist in the cities of Gauss (home of the original Iscin libraries), S'Nabla, Ehvans, D'Loo, Ardoth, Tan-Iricid, and Yobreh (the Lunderian capital).

For every point of Social characteristic above 14, players can boost one of their Classic or Science Skill Levels by one level. These points may not be used to bring any skill above level 2. Players choosing either Classics or Sciences receive 5 skills at a Familiar level, but none at the Experienced level.

CLASSICS

The classics include subjects such as history, literature, cultural anthropology, mathematics, etc. Subjects of a classical nature. Their training involves a great deal of book work and indoor study. Iscin involved in the classics are typically city oriented.

History

Skill levels in history indicate the Iscin's level of expertise in the subject. At low skill levels broad and basic culture and history is well understood, but the detailed knowledge of a historian is missing. At higher levels great sophistication emerges, enabling the historian to pursue research. Historical pursuit is especially active in the S'sydra region, based in S'Nabla, where historical reconstructions of the Ramian invasion of 3113 is progressing. Variable levels of success follow:

UNENLIGHTENED: Unable to make sophisticated judgements about historical events. Unable to participate meaningfully in historical research. Success on die rolls indicates coincidental familiarity with a historical topic.

FAMILIAR: Is well acquainted with Jorune's history. Has studied many topics in great depth. Can intelligently discuss any important historical event that would be covered in a thorough course of study. Success indicates particularly sharp insight or great familiarity with an historical topic. Failure indicates only broad knowledge of a topic. Only rarely should a failure roll here prompt a roll against Practical Knowledge to see if the Iscin is completely in the dark on a particular topic.

EXPERIENCED: Participates in historical research at some level of involvement or is qualified to. May be published in Iscin halls. Has Probably traveled to various sites to explore records and recover artifacts. Success on a die roll against skill level indicates that the Iscin is aware of obscure resources or has particularly brilliant insight on a topic. Failure should be interpreted as mere competence without brilliance.

SEASONED: Is actively pursuing research, as a team leader if working with others of lesser ability. Is published in Iscin halls and is recognized by name by Iscin of similar pursuits. Die rolls are to be interpreted liberally. Failure indicates such mastery over a topic or issue that the Iscin must work at filtering out pertinent but complex material from a presentation to others. Success indicates that the information is usefully presented by the Iscin clearly and quickly.

Literature

Skill level in Literature indicates how well read a person is. This topic covers many areas and is used in game play to determine whether a person has come across a piece of information through reading, be it fiction or non-fiction. We describe no variable levels of success. A successful roll indicates familiarity with a passage of text. Failure indicates that a blank is drawn.

Mathematics

The serious pursuit of mathematics is mainly the ambition of true Iscin. Interest in warp mappings has prompted great interest in complex analysis, differ-

ential topology and geometry, and abstract algebra. Human mathematicians on Jorune have learned much from their thriddle counterparts. These are not arithmetic or computational skills, they are highly abstract in nature and require years of intense effort to master. We will spare you the variable levels of success for this skill group. Treat successful rolls as solutions to hard mathematical problems; failed rolls indicate that either more time is needed or that the problem is not solvable in a reasonable amount of time (if at all).

Languages

Has a classical background in the study of languages. Has learned to speak a little bit of any 6 languages (shanthic counts as 2 languages). Variable levels of success:

UNFAMILIAR: Is unable to make out speech from the person or respond through speech successfully. A successful roll indicates a lucky guess at an easily communicated idea.

FAMILIAR: Low but plausible chance that an easily communicated idea is understood or spoken. Roll for success. The method of treating failure is at the discretion of the sholari.

EXPERIENCED: Reasonable chance of understanding simple phrases and directions. Roll for success to check.

SEASONED: High probability of understanding simple sentences and basic ideas in a variety of languages. Roll for success.

Philosophy

This skill is of little practical use in role-playing except by those who can really wing it. Detailed information about the philosophical development of the different cultures on Jorune is insufficient to base much role-playing. If you or your group know enough about Terran philosophy that you want to attempt to include this into your role-playing, here are some variable levels of success:

UNFAMILIAR: Uneducated in philosophical or religious matters. Unable to discuss complex philosophical arguments. A successful roll indicates a coincidental familiarity with the discussed topic.

FAMILIAR: Is familiar with basic works in philosophy and religion. Can discuss difficult philosophical issues at some level of merit if a successful roll is made. Failure indicates inexperience with the topic discussed.

EXPERIENCED: Is well read in areas of philosophy and religion. Is probably considered wise by people who live nearby. A successful roll is not necessary in most circumstances, but where indicated it shows that the person is the master of a topic discussed. Can probably quote text verbatim.

SEASONED: Has probably contributed to the field of writing in philosophy and or religion within own culture.

Sciences

The sciences include the study of biology, Earth-Tec, Physics, etc.; subjects are involved with experimentation, measurement, calculation. Mathematics are often important for Iscin pursuits in the sciences, but are considered a skill in the classics.

Biology

Expertise in biology grants a character vast knowledge in the skills of flora and fauna recognition located in the Practical Knowledge skill group. Actual biological research involves the study of plants and animals, their anatomies, diets, lifespans, methods of reproduction, their origins, predators and social patterns. Variable levels of success are described below:

UNFAMILIAR: Has no formal training in biology. Should be rolling against flora and fauna recognition.

FAMILIAR: Has had minimal training in biology. Is seasoned at flora and fauna recognition. On a successful roll can describe details of a plant or animal.

EXPERIENCED: Has had extensive training as a biologist. Can pursue research and experimentation. A successful roll indicates experience with the details of a certain plant or animal.

SEASONED: Expedition leader or major participant. A successful roll indicates brilliant insight into a creature's biology.

Earth-Tec

Skill levels in Earth-Tec are not used to determine rough familiarity with energy weapons and other devices, but instead are involved with hands-on experience in repair and device operation. Most of the people who work on the Dharsage supply of energy weapons are Iscin. Although these skills involve

hands on use, they do not assume understanding of the principles or mechanisms behind these device's operation. Variable levels of success are described below:

UNFAMILIAR: Does not know how to disassemble a piece of Earth-Tec or repair a disassembled device. Should be rolling against the Earth-Tec skill listed in Practical Knowledge.

FAMILIAR: Knows the basics of Earth-Tec. On a successful roll can disassemble using sonic actuators, replace modules, clean devices, strip broken devices for parts, etc. Failure indicates that the Iscin is unable to open a device, or if already open, is unable to pull something out or fit something into it.

EXPERIENCED: Competent at the disassembly of Earth-Tec. A successful roll indicates that maintenance tasks and minor repairs are made quickly. Failure indicates that the process proceeds slowly.

SEASONED: Highly skilled at the disassembly and repair of Earth-Tec. On a successful roll can use a laser-torch to weld broken areas without fusing circuits, replace "lock-modules" that can be removed only through welding and make minor structural changes. Failure indicates that one of these processes proceeds slowly or fails.

Geography

An Iscin's knowledge of geography is broad. All available maps are studied in detail, and information on places both distant and obscure is learned. Knowledge in geography encompasses the form of land type, weather, population, resources, economy, transportation, defense, agriculture, sources of water and minerals. Depending upon the obscurity of the place mentioned, a bonus or penalty in terms of Skill Levels may be assigned. Variable levels of success are described below:

UNFAMILIAR: Should use the geography skill listed in the Practical Knowledge skill group.

FAMILIAR: On a successful roll recognizes the name of a place mentioned, and knows all the basics about it. Knows where it is, how to get there, its resources, etc. Failure indicates that the place is unfamiliar to the Iscin.

EXPERIENCED: On a successful roll the Iscin knows almost as much as someone who lives there. Can describe most any location in detail. Failure indicates that the Iscin is familiar with the name and approximate location only.

SEASONED: On a successful roll knows as much or more about a place as someone who lives there. A failed roll indicates that the Iscin has only limited knowledge of the location in question.

Geology

An understanding of minerals, land types and simple material processing. An Iscin studying geology is able to identify almost any kind of inorganic material. Variable levels of success:

UNFAMILIAR: Use the Geology skill listed in the Practical Knowledge group.

FAMILIAR: On a successful roll can find sources of water and common materials. Can predict terrain up ahead. Knows the names of some minerals. A failed roll indicates that the Iscin was misled, or did not know the name of an inorganic material.

EXPERIENCED: On a successful roll can identify an unknown material, find water or materials sought (if they exist nearby).

SEASONED: On a successful roll can identify an unknown material and describe its properties; can find water or materials if they exist nearby.

Isho Weather

Iscin with this skill can predict trends in the weather by taking lengthy measurements every so often. By moving from place to place, Iscin can determine what form of Isho weather lies ahead. It is even possible to identify warps with this skill. The technique employed is to drop a palm full of crystal dust over a large circular grid (usually made of hide). As the dust settles over the hide, it reveals some of the architecture of the nearby energy. Taking the measurements is easy, compared to the computations which must be applied to them. Mathematics are very important for this type of work. Iscin must be at least Familiar with mathematics before they can begin the study of Isho Weather. Variable levels of success are described below:

UNFAMILIAR: Is unable to predict Isho currents. Knows nothing about the true nature of sho-sen (Isho weather).

FAMILIAR: On a successful roll is able to measure the sho-sen's current and

direction. Can find Isho rich areas. A failed roll indicates a bad measurement.
EXPERIENCED: Can find a nearby warp on a successful roll, predict an Isho storm, detect the sho-sen's direction and current. Can find an Isho-rich area. A failed roll indicates a bad measurement or prediction.
SEASONED: Consistent at predicting Isho storms, finding warps, determining the sho-sen's direction and current. Roll for success.

Weather

Percentages listed for this skill indicate the Iscin's chance of correctly predicting the weather for the next few days. Variable levels of success are described below:

UNFAMILIAR: Should use the listing for weather under practical knowledge.
FAMILIAR: Knows how to use a barometer. On a successful roll is able to predict the weather a day or two in advance.
EXPERIENCED: On a successful roll is able to predict the weather a few days in advance.
SEASONED: On a successful roll can predict the weather for as much as a week. The Iscin must have familiarity with the area in question to make predictions of this detail.

Medicine

The skill levels for medical knowledge are used to judge the competence and ability of a person. Those of low skill level will be able to perform expert first aid, but lack detailed knowledge of anatomy or the techniques involved in surgery. An education in the medical profession in Burdath is typically offered only to those who have completed a rigorous classical education, allowing mainly Iscin for their entrance. Variable levels of skill are described below:

INEXPERIENCED: Should keep hands off of an injured person. Probably incapable of offering intelligent first aid. Rolls should be made against first aid for those with no real level of expertise in the skill of Medicine.
FAMILIAR: Understands some of the basic workings of the body. On a successful roll can apply a tourniquet, splint a broken bone, keep a person from going into shock, clean a wound, apply scedri cloth, save a person who is dying from a critical wound, etc. A roll is only required for questionable tasks, such as keeping someone from going into shock or saving someone who has suffered a critical wound. Any basic task is successfully completed.
EXPERIENCED: Can perform minor surgery using the chri root or tothy limilate as an anesthetic. On a successful roll can save a person dying from a critical wound.
SEASONED: Skilled at surgery; competent at performing medicine. On a successful roll can save a person dying from a critical wound. Can diagnose and perform preventative surgery.

Physics

The study of physics is somewhat retarded on Jorune. In just the last one hundred years Iscin have formulated essentially Newtonian mechanics. Variable levels of competence are described below:

UNFAMILIAR: Does not understand the basic principles of physics.
FAMILIAR: Understands some of the basic fundamentals of classical mechanics, some of the nature of light, fluid flow. On a successful roll is able to solve simple engineering problems calculating forces and strains. Failure indicates an incorrect solution to a problem. Familiar with mathematics.
EXPERIENCED: Capable of solving moderately complex mechanical systems on a successful roll. Is involved with research at some level. Experienced with mathematics.
SEASONED: Solves a hard problem in classical physics on a successful roll. Understands some of light's nature, simple ideas in fluid mechanics, orbital mechanics. Understands mathematics at a seasoned level. Perhaps aiding in the development of Lagrangian mechanics.

Moons-Astronomy

The study of the orbits of Jorune's moons and the constellations has been important in navigation and the design of the Jorune calendar. Those knowledgeable in this field are able to predict lunar eclipses, and can calculate what moons will be out at any given time. Variable levels of competence are described below:

UNFAMILIAR: Can guess.

FAMILIAR: Has a slight chance of predicting an eclipse or calculate the position of several moons for a given time and date. Roll for success.

EXPERIENCED: Has a good chance of predicting eclipses and calculating lunar positions. Is casual in making predictions.

SEASONED: Knows at any given time when the next eclipses will occur and can casually discuss when different lunar configurations will occur. A failed roll indicates that the Iscin has made some slight error.

Limilates

This is the study of the chemistry established by living beings. It involves the study and creation of limilates and medicines. Variable levels of competence are described below:

UNFAMILIAR: Can randomly mix different vials and tubes.

FAMILIAR: Knows the basic organic compounds used. On a successful roll is able to determine some of the ingredients of an unknown substance (in a laboratory environment) or can create basic limilates.

EXPERIENCED: On a successful roll is able to create a limilate or identify a substance. Knows of many limilates.

SEASONED: Able to create a variety of limilates, medicines, dyes, glues, etc. Roll for success.

INTERFERENCE, UNWEAVING, SIGNATURE ABILITIES

INTERFERENCE

Interference is described in chapter 4 of the Player manual on pages 21 and 22. This supplement supersedes any comments about Isho increases, etc. found in the Player Manual. Interference is a D20 roll, like combat. One point of Isho is used interfering every 2 points of incoming Isho.

UNWEAVING (requires a defensive Advantage)

To unweave an orb or bolt is to take it apart at the seams, so to speak, letting its Isho unravel and fall into disorder. Caji need not be competent at the dysha they attempt to unweave, but they must have the color group. Unweaving requires a D20 roll, like combat. Unweaving an orb or bolt requires one point Isho expenditure for every five points coming at the caji. An Advantage of 6 or higher is required to unweave.

ISHO PERCEPTION SKILLS

On the last page of the character sheet are listed Isho Perception Skills. They have skill levels, 0 to 10, but are not chosen with Education Points. A character's skill level is determined solely by Color Points; the higher the Color Points, the higher the character's skill level with all of the Isho Perception Skills.

There are two categories of Isho Perception Skills, "Dynamic," and "Static." Humans are equally sensitive (or insensitive if you prefer) to both categories. Boccord are more sensitive to Dynamic Isho (signatures, and rapid Isho changes). Muadra are more sensitive to Static Isho, also known as Isho geography. This is often referred to as Tra-Sense. Muadra are more likely to detect a great disturbance in the Isho or a large source of Isho than a boccord, but a boccord would be more likely sense the presence of a creature with little Isho and determine its race.

Humans index their Color Points on both the Dynamic and the Static sections of the Isho Perception Table. Boccord index their Color Points against the Dynamic section, but only their Color Points/2 on the Static section. Muadra are just the reverse; muadra characters index their Color Points on the Static section, and their Color Points/2 on the Dynamic Section. Other races are handled differently. Shanthas, for example, have Color Points equal to their Color Characteristic times 2D6. They are equally savvy with both the Static and the Dynamic groups. Between these groups on the character sheet is the "Pick up Wind" listing. This in the amount of time that passes before a character's Isho returns to maximum.

A character must roll 4D6 successfully against his or her Color Characteristic to succeed with one of these skills, regardless of that character's Color Points. Some of the skills require Isho Points. Descriptions follow of each:

DYNAMIC ISHO SKILLS

Spotting: Can pick up the signature of a creature. Requires 1 pt. Isho, or divide the range by 10 to if no Isho expended. Usable at all times with no Isho.

Scanning: Pick up a signature and attempt to discern the race. Requires 1 point Isho, or divide the range by 10 to if no Isho expended. The 4D6 roll against Color will be penalized if character is not familiar with the creature whose signature is being scanned.

Know color: Be able to determine the color of a dysha being prepared by a caji (or anyone else preparing an orb or bolt). Requires 1 point Isho. This is a form of scanning and is subject to the scanning range restrictions.

False signature: Send a false signature out. The sholari will assess a penalty if the character has little or no familiarity with the creature's signature, e.g., a city boy creating the signature of a Dhar corondon. Requires 3 Isho Points x the Defense Size of the creature (never less than 3 points).

Mask signature: Character's Isho blends into the background. Brings the character's Isho to 0.

Pick up wind: Do not roll for success on 4D6 against Color Characteristic - this is a continual process. This is the amount of time required for a muadra to regain full Isho. In the 24h (24 hour) category, sleep is required before Isho is regained. At the shorter intervals, 18h and lower, the character can regain Isho without sleep.

STATIC ISHO SKILLS

Aware Isho Points: The muadra is aware of objects or entities carrying with them the listed number of Isho points or more. The next line on the table indicates the maximum range. No Isho points are required.

Aware Isho rng.: The range at which a muadra can be aware of the number of Isho points listed above.

Tra-Sense: The precision of a character's Tra-Sense. Here are descriptions of each entry. Use the ranges listed in Aware Isho rng. for ranges.

Coarse: Very large scale fluctuations in the Isho geography can be detected. Resolution is not very good. Large peaks and valleys in the Isho are all that can be seen.

Fine: A medium sized crystal deposit or nearby warp can be detected by their "bending" of nearby Isho.

Acute: Character can detect changes in the Isho Geography detailed enough to detect an orb or bolt zipping around nearby.

Estimate Isho: Be able to estimate the amount of Isho contained in an object or creature. Use the ranges listed for scanning. This requires no Isho points.

Guess: Guess within 50%

Close: Correct within a few points (10%).

Know: Know within a few percent.

Guess color: Be able to guess the color groups of a creature or the Isho type contained in an object (crystal, shanthic device, etc.).

Guess: Even if 3D6 against Color Characteristic is made, not all colors may be known.

Close: On a successful roll, character knows color groups and can guess about individual dyshas.

CAJI ENTROPY

Read the description on page 20 of the Player Manual with the following change: when the caji has rolled his first 6, treat this as reaching normal Isho.

DYSHAS

Descriptions of the Dyshas can be found at the end of Chapter 4 of the Player Manual. The only change in those descriptions deals with range. New ranges are listed for the dyshas on the Character Sheet. To double the range, double the Isho spent. Note that all ranges listed are in meters.

SECTION 4: INCREASING SKILLS, DYSHAS, CHARACTERISTICS

HOW SKILLS INCREASE

The rate at which different skills progress depends upon different characteristics. Combat skills, for instance, depend upon Agility, while literature and mathematics depend upon Learn. After using a skill for a while, a 3D6 die roll is made against the appropriate characteristic. If the roll is lower than or equal to the characteristic, the skill level of that skill gets boosted up by 1. The chart below indicates what skills depend upon what characteristics. Those listed in upper case refer to everything in that skill group; those in lower case refer to an individual skill.

LEARN:
Every skill not
mentioned below

AIM:
Range combat skills

AGILITY:
COMBAT SKILLS
ATHLETIC SKILLS
Conceal Self
Move Silently
Pick Pockets
Pick Locks
Stalk

COLOR:
DYSHAS
UNWEAVING
INTERFERENCE

HOW OFTEN IS A ROLL MADE?

How often a roll may be made depends upon how often the skill is used. The sholari will make a judgement in each case, using one of the words below to describe the intensity with which a skill has been used.

The skill use has been:

INFREQUENT: Roll every year.

CASUAL: Roll every six months.

REGULAR: Roll every two months.

INTENSIVE: Roll every month.

The sholari should disregard frivolous use of skills and only think about times where the character really made good use of a skill or used the skill under pressure. Shooting beagres on the streets with a blaster does nothing to improve skill with range combat weapons. Here is what we mean by each of these words:

INFREQUENT: Uses the skill coincidentally from time to time or uses the skill in low-pressure, non-life threatening situations.

CASUAL: Uses the skill but rarely in a high-pressure, or life threatening situation.

REGULAR: Uses this skill on a regular basis either under pressure or against highly skilled opponents.

INTENSIVE: Uses this skill under harsh circumstances for an extended period of time.

Some examples:

Leon uses his Fast-Talk skill to get out of two jams in a period of a week. In the first case, the players needed to get past a yord to see a sick friend; the second time Leon's character fast-talked his way into getting papers signed that authorized him to receive two tauther for tasks not exceeding three days. Although Leon used Fast Talk three other times during the month, he failed each time and the situations were not very high pressure or important. This rate of use is considered Regular, because the skill is used under pressure, because Fast Talk was attempted so often, and because he could have gotten into trouble had he been caught.

Leon's friend, Hector, uses his Set Traps skill all the time. Sort of as a hobby, Hector builds traps on a regular basis, in town. He builds a new one about every week when he's not working. Although Hector spends a manic amount of his time building traps, this is casual use of the skill. The lack of any pressure upon him to perform reduces the effective rate of learning for this skill. A few months in the East Trinnu Jungle Lands trapping, and Hector would emerge a master-trapsman.

Billy is a real hack-gamer. He gets into two or three combats every day of his life. How he survives is a mystery (although his friends think that his sholari is 'soft'). In any case, Billy usually tackles tough dudes. He takes on corastin, croid, crugar, cleash (anything that begins with the letter "c"). Although he gets scuffed up from time to time, he doesn't suffer any bad wounds. Even after weeks of gaming at this rate, he doesn't have a single scar. Although it is said that Billy's sholari is soft, he does have one saving grace; he knows that Billy's life isn't really in great danger in these situations; that's the only reason that Billy survives. So, although this player is getting into all sorts of combat, his sholari allows Billy to roll for combat skill increases only once every few months. Usually the intensity is casual, because the danger is mock - once in a while his sholari considers it to be regular use.

IMPROVING DYSHAS

Dyshas increase differently than other skills. Practice in dyshas must be fairly intense and regular or it amounts to nothing. A caji character usually works on something every day for an hour or two. Being a caji is a real dedication; time

must be spent for progress to be made. If a dysha is being improved (being brought closer to skill level 5), a 4D6 roll against Color is made for every week of practice. If the roll against Color is successful, the caji's proficiency with the dysha is increased by 1 skill level. Dyshas can be used before they reach skill level 5 (full proficiency), but there is a chance that they will not be woven correctly.

If a new dysha is being attempted, a roll is made every week of intense practice. The roll that must be made before any progress occurs is two successful rolls of 4D6 against Color, one right after another. This roll is permitted once a week. When the player succeeds in doing this once, the caji has learned the dysha at skill level 1 (needs a 9 or better to weave correctly). From this stage on, 4D6 die rolls are necessary to improve (see above paragraph). Without instruction, Shal dyshas are a bit more difficult to learn. Three successful rolls against Color are needed on 4D6. Rolling a 4, 5, 6, or 7 on 4D6 to learn a new dysha indicates a complete block or lack of understanding. The caji can not progress with the dysha until a copra (highly learned caji) is sought out for help.

INCREASING ISHO POINTS

The process of Increasing Isho requires that the caji practice dyshas he is already proficient in. During this time no new dyshas can be learned. A roll is allowed every week of intense practice. This requires the use of all available Isho at regular times each day. If the caji misses more than two or three days in a week, a roll can be made only once every two weeks. The roll to increase Isho Points by 1 is a 3D6 roll against the Isho Characteristic.

Regular or Casual use of Interference skills and the practice of these skills is the way that humans and boccord increase in Isho. This cannot be done alone because practice at interference requires a caji to send orbs and bolts, with the student fending them off. With somewhat intensive training (5 days a month), a roll against Isho can be made once a month.

INCREASING COLOR POINTS

Color Points increase by 1 point for muadra when they learn a new dysha. A variation on a dysha is not enough. A new dysha is one that takes at least a month to learn. Humans and boccord increase Color points through meeting with hishtins in a city, or just by using their signature skills in the wild. A roll is allowed every month of training, or every few months of casual use. (Remember, every point of Color Characteristic increase raises Color Points by 2 for muadra and boccord, and by 1 for humans.)

GAINING NEW COLOR GROUPS

Gaining a new Color Group is an interesting process for humans, boccord and muadra alike. The exploration of a new color requires a great deal of free time and at least three charged crystals of the given Color. When a person has gained a Color Group, crystals from that group can be activated with ease. The attempt to gain a new group involves draining crystals, slowly at first, and then more rapidly as activation skills increase. Crystals make excellent tools for teaching because they provide a necessary level of feedback through which the learner is able to determine how well they are doing. Draining a crystal requires one point of Isho. Failure to drain a crystal still expends one point of Isho.

To gain a new Color Group, the person attempts to drain crystals. A 3D6 roll against Color is made each week for success. If the roll fails, the crystal is drained, but there is no improvement and the process must be repeated. A successful roll indicates that progress has been made and the crystal was drained. The second step involves the successful draining of another crystal. This time, however, a roll for improvement in draining may be made once a day. A failed roll indicates the waste of a crystal (and the process must be repeated). Success indicates that the person is on the way to the third and final stage in learning a new Color Group and that the crystal was drained. In this last step, a roll for success is made every hour. A failed roll indicates a drained crystal. If the roll is made successfully however, the crystal is activated and the person has learned a new Color Group. During the last minutes of crystal activation there is no danger for green (Launtra), brown (Gobey) and white (Tra) crystals, but for the blue Shal crystals, yellow Ebba crystals, and especially the amber Du and red Desti crystals, rapid activation is extremely dangerous as page 54 of the Sholari Guide indicates. A roll against Agility may be called by the sholari. Don't practice in the company of innocent bystanders.

Once a new Color has been mastered, caji can learn dyshas from that group,

and humans and boccord can learn to interfere with dyshas from that group. No die rolls will ever be necessary for activation of crystals again.

To state again: The activation of a crystal uses one point of Isho.

INCREASING CHARACTERISTICS

Some characteristics may increase when skills based upon them reach level 5 (Experienced) after game play has started. The player may then attempt to roll higher than the characteristic on 3D6. If he succeeds on this roll, the characteristic increases by one point. Clearly, it is very difficult to increase high characteristics. Other characteristics may improve in other ways. Here is how each characteristic can increase.

CONSTITUTION: Takes a rare breed. Allow a roll once a year for those who role-play health fanatics.

SOCIAL: For a few months of role-playing with characters of Social at least two points higher. For making a serious role-playing effort to improve Social, such as at the 1/3 and 2/3 points in Tothis (described under the title DRENN POINTS). This is a probationary point that only becomes permanent at the end of a 6 month period. The sholari can take this point away for conduct inappropriate for a character of the desired Social.

COLOR: Gaining a new Color Group, learning a new dysha, making it to skill level 5 in an Interference or Unweave skill.

STRENGTH: Same as Constitution. The truly savage or physically aggressive types can make a roll once a year.

AGILITY: Improving a combat skill or an Athletic skill to skill level 5 (Experienced).

AIM: Becoming Experienced (Skill Level 5) with a range combat skill.

DRENN POINTS

The number of Drenn Points necessary to become a candidate for Drennship is different for each of the races: For humans, the number is 50, boccord, 60, and muadra, 70. As stated, a beginning character's Drenn Points are equal to his or her Social characteristic. A challisk mark typically increases Drenn Points by between 1 and 6, averaging at about 4. Marks on the Drenn Wall increase Drenn Points more significantly, between 5 and 15, averaging at about 10. People who apply for drennship with Drenn Points below the recommended number are turned away for lack of experience and accomplishment. Those who have reached this level and apply for the Drenn Test are interviewed by a Dharsage appointee who operates in the service of the Chell of Ardoth. The length of the Drenn Test varies with the applicant, but typically includes a point by point questioning over every challisk mark and mark on the Drenn Wall of the applicant. (The averages listed above for challisk marks should be given only where deserved. Do not feel obligated to give more than average points unless players perform remarkably well.)

The sholari should actually conduct the interview with the player. This is a real test. This is role-playing. The interviewer is a non-player character who has interviewed hundreds or thousands of drenn applicants. The results of the Drenn Test are made known to the character anywhere from one day to a week later.

The roll for success on the Drenn Test is 3D6 against Social except that the roll must total *less* than Social (characters with Social's of 18 may fail). The sholari may assign penalties or give bonuses depending upon the player character's performance in the interview. If the player had difficulty substantiating challisk marks or if the character performed acts of questionable ethics, penalties can be assessed. On the other hand, players who demonstrate confidence and maturity receive bonuses. Additionally, small bonuses can be assessed for those whose Drenn Points are above the minimum. Perhaps a bonus of 1 or 2 for a character of 10 extra Drenn Points. This should not be systematized. The value of those marks should be weighed by the sholari. Someone with 25 extra Drenn Points would gain no more than 2 or 3 bonus points. Waiting too long to apply for the Drenn Test is not a good idea. Once capable, the test should be attempted.

LEARNING DRENN

Twice during their Tothis, tauther are expected to seek out a Drenn with whom they spend anywhere from a few days to a week learning the ways and responsibilities of Drenn. This is called "Learning Drenn." Though it is not a formal requirement, it is supposed to be part of every citizen's tothis. The process is to happen twice, when the tauther believes himself to be one third and two thirds along the way to drennship. Tauther are not to receive challisk

marks (nor Drenn Wall citation) from the Drenn they choose. They will be questioned about their two "Learning Drenn" experiences.

A NOTE ON CREATING OLDER CHARACTERS

The rules presented here provide information on creating characters between the ages of 18 and 25. Should older, more experienced characters be desired, leave the Education characteristic alone, but give the player about 10 extra points to spend per decade. They are spent three times, just as initial Education points are (on Occupations and Skill Groups, then on individual skills, and then on Practical Knowledge). Over the years, Social may increase, as will Agility and Aim. Color will surely increase for a caji character as will Isho Points. Keep in mind that as characteristics get higher, they increase more slowly, so if the person had low characteristics they probably increased (true for Color, Agility, Social, and Aim). High characteristics probably stay the same. The most important issue is that you create a realistic character that you enjoy playing.

SECTION 5: ERRATA

Player Manual, Page 30: To clarify Advantage rolls, the player with the higher Advantage roll may always ask his opponent if he is attacking or defending, and the type of attack or defense.

Sholari Guide, Page 34: The numbers listed for various creatures are approximate. Defense Size should be raised or lowered depending upon the size of the creature. For example, a mandare's Defense Size is listed as 6 but could be anywhere from 4 to 8, depending upon the individual creature. Attack Strengths are to be modified accordingly.

Roll 3D6 for the Constitutions of non-intelligent creatures. Stamina is typically equal to Constitution, but should be doubled in the case of manic creatures.

Strength, Agility, Aim, etc., can all be rolled on 3D6 for any non-intelligent creature. You might want to use 2D6 rolls with bonuses in some cases. For example, a cougar would have an Agility of 2D6+6, which averages to a 13 or 14 as compared to a Human's 10 or 11.

Sholari Guide, Page 35: For the corondon's injury rolls, thailier and mouth Attack Strengths were mixed up. Attack Strength for the thailiers should be +1 and +3 for the mouth. Use the sword table to assess thailier injury.

Sholari Guide, Page 52: The speed of a talmaron should be 20 km per hour, not 10.

Sholari Guide, Page 58: The prices for shanthic blades were mis-typed. The proper prices are:

Injure Bonus:	Price
+1	7 gm
+2	15 gm
+3	3 gc
+4	5 gc

Sholari Guide, Page 61: Lelligire was named "Trosoc" before the 3113 ramian invasion, not the 3472 invasion. Companion Jorune: Burdoth details some of that conflict.

SKYREALMS of Jorune™

Design crew:

Andrew Leker, Mark Wallace, David Ackerman, Darren Champlin

Layout and Production:

Amy Leker, Andrew Leker, David Ackerman

Special thanks to Michael Strathearn, Winthrop Williams, Terri Leker, Bryan MacDonald, the Nolans, Von Campbell, Elizabeth From, and Coop Type

*Dedicated to gamers who want to
Make impossible jumps in gaming*

Copyright 1986, 1987, SkyRealms Publishing Inc.

All rights reserved.

526 Mission St., Santa Cruz CA, 95060



SKYREALMS OF Jorune

CHARACTER SHEET

Player's Name:

Character's Name:

Race: ☐ Human ☐ Muadra ☐ Boccord

☐ Other:



Constitution:	Strength:	Speed:	Spot:
Social:	Education:	Agility:	Learn:
Color:	Isho:	Aim:	Listen:

Maximum Lifting
Weight:

Size Modifier:

Strength Bonus:

Attack Bonus

+

=

Action Skills

5 - Hand-to-Hand Combat

Familiar with 3 weapons and list on down. (roll against Agility to improve)

Weapon		Inexperienced				Familiar				Experienced				Seasoned			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Advantage		-5	-2	+0	+1	+1	+2	+2	+3	+3	+4	+5					
Sword	att	15	13	11	10	9	8	7	6	5	4	3					
	def	15	13	11	10	9	8	7	6	5	4	3					
2-h sword	att	16	14	12	11	10	9	8	7	6	5	4					
	def	16	14	12	11	10	9	8	7	6	5	4					
Knife	att	15	13	11	10	9	8	7	6	5	4	3					
	def	17	15	13	12	11	10	9	8	7	6	5					
Spear	att	17	15	13	12	11	10	9	8	7	6	5					
	def	16	14	12	11	10	9	8	7	6	5	4					
Pike	att	18	16	14	13	12	11	10	9	8	7	6					
	def	17	15	13	12	11	10	9	8	7	6	5					
Halberd	att	18	17	15	14	13	12	11	10	9	8	7					
	def	17	15	14	13	12	11	10	9	8	7	6					
Axe	att	16	15	13	12	11	10	9	8	7	6	5					
	def	17	16	14	13	12	11	10	9	8	7	6					
Battleaxe	att	17	16	14	13	12	11	10	9	8	7	6					
	def	18	16	15	14	13	12	11	10	9	8	7					
Club	att	16	15	13	12	11	10	9	8	7	6	5					
	def	16	15	13	12	11	10	9	8	7	6	5					
Staff	att	15	13	11	10	9	8	7	6	5	4	3					
	def	15	13	11	10	9	8	7	6	5	4	3					
Mace	att	16	15	13	12	11	10	9	8	7	6	5					
	def	17	16	14	13	12	11	10	9	8	7	6					
Morn-star	att	19	15	8	7	6	5	4	3	2	2	2					
	def	19	18	17	16	15	14	13	12	11	10	9					
Thikes	att	16	14	10	9	8	7	6	5	4	3	2					
	def	17	15	13	12	11	10	9	8	7	6	5					
Fist	att	14	13	12	11	10	9	8	7	6	5	4					
Kick	att	17	15	14	13	12	11	10	9	8	7	6					
Entangle	att	12	11	10	9	8	7	6	5	4	3	2					
Tackle	att	12	11	10	9	8	7	6	5	4	3	2					
Advance		17	15	14	13	12	11	10	9	8	7	6					
Withdraw		12	11	10	9	8	7	6	5	4	3	2					
Def w/o weap		17	15	13	12	11	10	9	8	7	6	5					
Def w/shield		14	12	10	9	8	7	6	5	4	3	2					
Eva		7	7	6	6	5	5	4	4	3	3	2					
& Fall		18	18	19	19	19	19	19	19	20	20	20					
Range Eva		15	14	13	12	11	10	10	9	9	8	8					
& Fall		16	16	17	17	17	18	18	18	19	19	20					

4 - RANGE COMBAT:

2 skills at the character's Aim, one at the character's Aim + 2 levels

	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Advantage	-4	-2	+0	+1	+2	+3	+4	+5	+6	+7	+8					
Knife	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Spear	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Bola	+8	+5	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Rock	+5	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Bow	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Long Bow	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Cross Bow	+4	+0	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Dyshas	+8	+4	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Pistols	+4	+0	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Rifles	+5	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					

ATHLETIC SKILLS

	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Jump	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Climb rock	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Climb tree	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Climb rope	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Swim	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Crowd maneuver	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					
Slap hands	+4	+2	+0	-1	-2	-3	-4	-5	-6	-7	-8					

INJURY TABLE

Body Location: Sup Min. Maj. Crit.

Head Armor				
Body Armor				
Left Arm Armor				
Right Arm Armor				
Left Leg Armor				
Right Leg Armor				

STAMINA:

PLAYER'S POSSESSIONS

QTY:	ITEM:	LOCATION:	QTY:	ITEM:	LOCATION:
------	-------	-----------	------	-------	-----------

--	--	--	--	--	--

Gemules (gu) x 0.01 gl	Gemlinks (gl) x 1gl	Gems (gm) x 10 gl	Gemclusters (gc) x 100 gl	Gemstars (gs) x 1,000 gl
---------------------------	------------------------	----------------------	------------------------------	-----------------------------

BACKGROUND

Nationality:	Race:
Origin:	Birthday:
Age:	Height:
Eyes/Hair	Weight:
Gender:	Moon:
Status:	☐ Toth ☐ Tauther ☐ Drenn ☐ Kesht(ia)

Notes

DRENN POINTS

When:	Who:	Reason:	Pts.:	Total:
-------	------	---------	-------	--------

Learning Drenn

Learning Drenn

The Drenn Test

Constitution:

Social:

Color:

Strength:

Education:

Isho:

Speed:

Agility:

Aim:

Spot:

Learn:

Listen:

Role-Playing Skills

All package deals: Familiar with 5 skills from that group, experienced with 1 skill.

Skills with -A begin at a level based upon Agility if the skill or the group is chosen.
Skills with a * can only be chosen by characters who have chosen the group.

2 - PRACTICAL KNOWLEDGE

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Flora recog	10	30	50	60	70	75	80	85	90	93	95					
Fauna recog	10	30	50	60	70	75	80	85	90	93	95					
Geography	5	10	20	30	40	50	60	70	80	90	95					
Geology	5	10	20	30	40	50	60	70	80	90	95					
Weather	20	25	30	35	40	45	50	55	60	65	70					
Earth-tec	10	40	60	65	70	75	80	85	90	93	95					
Arithmetic	0	20	50	60	70	80	85	90	92	94	95					
History	10	30	50	60	70	80	85	90	92	94	95					
Lore	10	30	50	60	70	80	85	90	92	94	95					
Current events	10	30	50	60	70	80	85	90	92	94	95					

5 - CULTURAL:

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Acubon	0	5	15	20	25	50	55	60	80	90	95					
Blount	0	10	20	30	40	50	60	70	80	90	95					
Bronth	0	5	20	30	40	60	70	80	90	95	100					
Corastin	0	10	20	30	40	50	60	70	80	90	95					
Croid	0	5	15	20	25	35	50	65	80	90	95					
Crugar	0	5	10	15	20	40	45	50	70	75	80					
Human	0	5	20	30	40	60	70	80	90	95	100					
Ramian	0	5	15	20	25	50	55	60	80	90	95					
Salu	0	5	10	15	20	40	45	50	70	75	80					
Shantha	0	5	10	15	20	25	30	35	40	50	60					
Thridde	0	5	10	15	20	30	40	50	65	80	95					
Thvin	0	5	10	15	20	25	30	40	60	80	90					
Woffen	0	5	10	15	20	30	40	50	60	70	80					

2 - ANIMAL HANDLING

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Thumbo	30	40	65	70	75	80	85	90	92	94	95					
Talmaron	10	20	40	45	50	60	65	70	80	85	95					
Bochigon	5	10	30	35	40	60	65	70	80	85	95					
Horses	40	50	65	70	75	80	85	90	92	94	95					
Tarro	5	10	30	35	40	60	65	70	80	85	95					
Pibber	30	40	65	70	75	80	85	90	92	94	95					

3 - CITY SKILLS: (1 point if raised in city)

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Bargain	10	20	40	50	60	70	75	80	85	90	95					
Bribe	10	20	40	50	60	70	75	80	85	90	95					
Fast talk	10	20	40	50	60	70	75	80	85	90	95					
Getting Around	5	10	40	50	60	80	85	90	92	94	95					
Hide	30	40	50	60	65	70	75	80	85	90	95					
Contacts	0	10	20	30	40	50	60	70	80	90	95					
Bureaucracy	0	10	30	35	40	70	75	80	90	92	95					

4 - THIEF (Githerin):

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Lie	30	40	50	60	65	70	75	80	85	90	95					
Pick pockets-A	0	5	30	40	50	60	70	75	80	85	90					
Pick locks-A	0	10	20	30	40	50	60	70	80	90	95					
Underground Info	0	5	10	20	25	50	60	70	80	90	95					
Poison	0	10	20	30	40	50	60	70	80	90	95					
Stalk-A	0	10	20	30	40	50	60	70	80	90	95					

3 - OUTLAND (2 points if raised in a rural area)

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Conceal self-A	20	30	50	60	65	70	75	80	85	90	95					
Cook	10	30	50	60	70	80	85	90	92	94	95					
First aid	0	20	50	60	70	80	85	90	92	94	95					
Foraging	10	20	30	40	50	60	70	80	85	90	95					
Wild Travel	5	10	20	30	40	50	60	70	80	90	95					
Silent Move-A	5	10	20	30	40	50	60	70	80	90	95					
Set traps	5	10	20	30	40	50	60	70	80	90	95					
Tracking	5	10	20	30	40	50	60	70	80	90	95					
Set Up Camp	5	10	20	30	40	50	60	70	80	90	95					

3 - SAILING:

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Seamanship	0	5	40	50	60	70	80	85	90	93	95					
Sail master	0	5	10	15	20	40	50	60	80	90	95					
Navigation*	0	10	20	30	40	50	60	70	80	90	95					
Ship wright*	0	10	20	30	40	50	60	70	80	90	95					

3 - ARTS:

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Dancing	0	10	20	30	40	50	60	70	80	90	95					
Singing	0	10	20	30	40	50	60	70	80	90	95					
Dichandra st	0	10	20	30	40	50	60	70	80	90	95					
Jampers	0	10	20	30	40	50	60	70	80	90	95					
Tenter shines	0	10	20	30	40	50	60	70	80	90	95					
Whosins	0	10	20	30	40	50	60	70	80	90	95					
Carving	0	10	20	30	40	50	60	70	80	90	95					
Painting	0	5	10	15	20	25	30	35	40	45	50					
Story telling	0	30	50	60	70	80	85	90	92	94	96					
Oration	0	10	20	30	40	50	60	70	80	90	95					

5 - CLASSICS (Familiarity with all. None at experienced level) (every Social point above 14 gains a skill level bonus)

Skill Name	Inexperienced				Familiar				Experienced				Seasoned			
	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
History	0	5	20	30	40	50	60	70	80	90	95					
Literature*	0	5	20	30	40	50	60	70	80	90	95					
Mathematics*	0	5	20	30	40	50	60	70	80	90	95					
Languages*	0	5	20	30	40	50	60	70	80	90	95					
Philosophy*	0	5	20	30	40	50	60	70	80	90	95					

5 - SCIENCES (every Social point above 14 gains one skill level bonus)

	Inexperienced				Familiar				Experienced				Seasoned			
Skill Name	0	1	2	3	4	5	6	7	8	9	10		0	1	2	3
Biology*	0	10	20	30	40	50	60	70	80	90	95					
Earth-Tec*	0	10	20	30	40	50	60	70	80	90	95					
Geography*	0	10	20	30	40	50	60	70	80	90	95					
Geology*	0	10	20	30	40	50	60	70	80	90	95					
Isko Weather	0	5	10	15	20	30	40	50	60	70	80					
Weather*	0	5	10	15	20	25	30	40	50	60	70					
Medicine*	0	10	20	30	40	50	60	70	80	90	95					
Physics*	0	5	20	25	30	40	50	60	70	80	90					
Thermometry*	0	5	20	30	40	50	60	70	80	90	95					
Vitalistics*	0	10	20	30	40	50	60	70	80	90	95					

ISHO SKILLS



DYSHAS

9 7 5 3 1	DESTI: red	Isho	Rng.	EFFECT:
00000	Lightning Blast	10	40	Bolt of heat. Roll injury.
00000	Stuff	15	40	Spreads limbs. Roll injury.
00000	Frost Bolt	20	20	Bolt of cold. Roll injury.
00000	Lightning Strike	40	70	Bolt which throws an opponent. Roll Injury
00000	Penetration Bolt	50	10	Bolt of lightning blast that penetrates any armor. roll injury.
9 7 5 3 1	DU: orange	Isho	Rng.	EFFECT:
00000	Orb of Light	1	40	1 Minutes bright, or 1 hour dim.
00000	Flingers	12	40	5 small orbs of heat. Roll injury as Cast Energy -4.
00000	Quantum	15	20	Orb of heat. Roll injury as Cast Energy -2.
00000	Cast Energy	10	20	Orb of heat. Roll injury.
00000	Crater	30	10	Orb of heat which explodes. Roll injury.
9 7 5 3 1	EBBA: yellow	Isho	Rng.	EFFECT:
00000	Power Orb	5	40	Powerful push. Roll injury.
00000	Force	10	20	Field that pushes. Bonus of 5 on chance to hit.
00000	Tumble	10		50 meters of fall cushioned.
00000	Levitate	20		A 50 kg. caji is lifted 4 meters in 2 rounds.
00000	Power Hold	10	10	Lasts 30 seconds. Defense Size is +3 for pulling away.
00000	Spinner	40	5	Spin a defender. -5 to Advantage.
00000	Constrictor	40	5	The orb pinches around objects. Roll injury.
9 7 5 3 1	LAUNTRA: grn	Isho	Rng.	EFFECT:
00000	Fire Touch	5		Heat. Roll injury.
00000	Healer	15		2 Stamina points of healing.
00000	Night Eyes	1		10 seconds.
00000	Faint Touch	1		Imbalances Isho of defender.
00000	Quiet	10		Lasts 1 minute.
00000	Spider Grip	10		Lasts 1 minute.
00000	Spectral Stun	20		-5 Advantage for 3 rounds.
9 7 5 3 1	GOBEY: black	Isho	Rng.	EFFECT:
00000	Shield	5		Downgrades injury by 5. Lasts one round.
00000	Bubble	20	10	Downgrades injury by 5 points. survives 100 stamina loss.
00000	Body Shield	30		Stops 100. Lasts 10 minutes.
00000	Wall	50	5	Stops 500. Lasts until destroyed.
00000	Shield Shatter	20	20	Destroys 100. Takes 5 rounds
00000	Cage	40	20	Stops 100. Roll injury for lightning blast.
9 7 5 3 1	SHAL: blue	Isho	Rng.	EFFECT:
00000	Faint	1	40	Imbalances Isho of defender.
00000	Calm Animal	20	40	Calms rage in animal.
00000	Darkness	30	20	Blinds for 10 seconds.
00000	Scramble	50	20	No orbs for 1 minute.
00000	Body Freeze	25	20	No movement for 10 seconds.
00000	Brain Blast	35	20	1 point of stamina lost.
00000	Craze	30	20	10 seconds of epilepsy, wound roll.
00000	Drain	50	10	1/2 Isho is lost by defender.
00000	Senses	40	10	Imperceptive for 10 seconds.
9 7 5 3 1	TRA: white	Isho	Rng.	EFFECT:
00000	Deflector	1		Will reroute 5 points of an orb or bolt.
00000	Inner Ear	2	5	Hear through wall for 10 seconds.
00000	Inner Eye	2	5	See through wall for 10 seconds.
00000	Reflect	50		Deflects orb or bolt in chosen direction.
00000	Power vine	100		User gains 500 Isho. 8 stamina loss. Only once per week.
00000	Create Warp	100	5	Warp created by orb. Lasts 10 seconds.

COLOR POINTS

Color Points = Color Characteristic x1 (humans)
x2 (muadra & boccord)

ISHO POINTS

Isho Points = Isho Characteristic x1 (humans & boccord)
x2 (muadra)

INTERFERENCE

For Humans & Boccord

Moon Name	1	2	3	4	5	6	7	8	9	10
Desti	12	10	8	7	6	5	4	3	2	2
Du	16	14	12	10	8	6	5	4	3	2
Ebba	16	14	12	10	8	6	5	4	3	2
Launtra	16	14	12	10	8	6	5	4	3	2
Gobey	16	14	12	10	8	6	5	4	3	2
Shal	16	14	12	10	8	6	5	4	3	2
Tra	16	14	12	10	8	6	5	4	3	2

UNWEAVING

For Muadra

Moon Name	1	2	3	4	5	6	7	8	9	10
Desti	18	16	14	12	11	10	9	8	7	6
Du	18	16	14	12	10	8	6	4	3	2
Ebba	18	16	14	12	10	8	6	4	3	2
Launtra	18	16	14	12	10	8	6	4	3	2
Gobey	18	16	14	12	10	8	6	4	3	2
Shal	18	16	14	12	10	8	6	4	3	2
Tra	18	16	14	12	10	8	6	4	3	2

ISHO SENSITIVITY SKILLS

SKILL NAME:	Inexperienced		Familiar			Experienced			Seasoned		
	0	1	2	3	4	5	6	7	8	9	10
Color Points:	3-14	15-18	19-24	25-30	31-35	36-40	41-55	56-60	61-65	66-75	76-80
Spotting	.	10m	20m	40m	60m	80m	100m	125m	150m	175m	200m
Scanning	.	.	2m	10m	20m	40m	60m	80m	100m	125m	150m
Know Color	.	.	.	Y	Y	Y	Y	Y	Y	Y	Y
Flase Signature	.	.	.	.	+8	+6	+4	+2	+1	+0	1
Mask Signature	.	.	.	.	.	+10	+8	+6	+4	+2	+1
Pick up Wind	24h	24h	22h	20h	18h	12h	6h	3h	2h	1h	30 min.
Aware Isho pts.	.	200	100	50	30	20	10	7	5	3	1
Aware Isho range.	.	10m	20m	40m	60m	80m	100m	120m	140m	160m	200m
Tra Sense	.	.	.	.	Coarse	Coarse	Coarse	Fine	Acute	Acute	Acute
Estimate Isho	.	.	.	.	guess	close	close	close	know	know	know
Guess Color	.	.	.	.	.	guess	guess	guess	close	close	close